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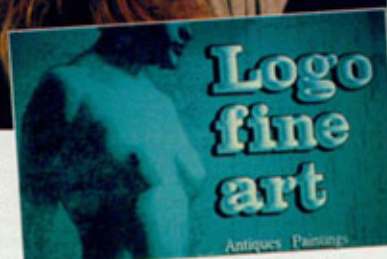
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Is it possible to make money with your Amiga - without selling it, that is? We take an in-depth look.



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ARMALYTE - a complete level of Thalamus's playable blaster.

STAR TREK TRIVIA - test your knowledge of Kirk, Bones, and Co. with this neat trivia game.

MM - we haven't got the famous black chair or Magnus, but this Mastermind variant will stretch your grey matter just as far.

FREDDY'S BACK - well, in picture form. **Virus X** - a brilliant virus killer - stop those virii!

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FIX DISK - lost a file, or deleted one by mistake. Fret no more with Fix Disk.

MEMCLEAR - leaves you to play with when you need it most.

ABC

50,170
July-Dec 1990

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Venturing into the shadowy underworld, we take a look at The Simpsons, Fall Chase, and Sega's innovative 'real people' system.



GAMES

60 As ever, we are miles ahead of the so-called competition in the games review stakes. We bring you exclusive reviews of Thunderhawk from Core, Demark's Thunderjaws, and King's Quest V from Sierra. In addition, we also take a look at Deuteros, Armalyte, Maupiti Island, and the long-awaited Hunter. There's plenty of wheat, but how much is chaff?

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COMPETITIONS

Win a CDTV (page 34)
Win a copy of WMS and Robotnik (page 49)
Win a copy of DPaint 4 and get the chance to become an inventor (page 178)



Battlechess 2 enhanced and Final Wave in development. . .



Thunder Hawk leads our reviews this month, and, as the summer drought starts to leave us, a new wave of big titles starts to arrive. Demark's Thunderjaws is finally here, as is Demark's CII and Wild Wheels. In addition, let's get our hands on Hunter and King's Quest V - and both are classics.

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BUZZ

Division makes
provision for
Virtual Reality...
The A690 CD-ROM
set for Christmas
release... The
Bitmaps start the
Chaos Engine...
EGES show
spectacular
announced...

NEWS

VIRTUALLY HOME

You've read the hype now own the machine. Virtual Reality is available as a home unit, so you can blunder around in your own alternate universe without anyone ever knowing.

Provision from Division is the complete home VR kit. It comes with the host computer, stereo goggles, fibre-optic glove, headphones and all the necessary software to get it running. The sophisticated computer uses clusters of chips and software dedicated to separate tasks within the system, such as synchronising the stereo images and controlling up to 4Mb of 16-bit sampled sound. It is also rumoured that a British company is working on developing a low-cost VR system based around the A2000, which will include glasses and headphones, but no glove.

Provision's £26,500 price tag puts it out of the reach of most people, so it's being targeted towards design and business where an accurate 3D representation of an object is essential. Could this spell the end for the architect's model?



DRIVING FORCE

Commodore have confirmed that an Amiga CD-ROM drive will be appearing before Christmas.

The A690 will be compatible with all CD-TV software and it's rumoured that it will cost under £300, almost £100 less than was previously thought. There's also speculation that the CD-TV could be having a £100 price cut, but this isn't likely until the end of the year.

Meanwhile, Commodore have upgraded the CD-TV to make it compatible with A3000 and A3000 keyboards, but Commodore cannot confirm whether or not they'll be producing a black version for the machine. There's also a new type of CD-TV control unit due for release soon. Containing a trackball, it will be compatible with normal Amiga Joysticks.

If you want to see a CD-TV in action, Commodore have arranged a series of demonstrations at the Trocadero London on the 8th, 10th and 12th of August which will be hosted by Steve Woodmore, the world's fastest player who features on the Guinness Book of Records.



BITMAPS STEAM AHEAD

The one game a year Bitmap Brothers have gone into overdrive. So far 1991 has seen Speedball 2 and Duke with Magic Peakix soon to follow, and next will be a game that's quite unlike anything they've ever before.

Chaos Engine is cross between a traditional shoot 'em up and a role-playing game. It features six heroes, three of which can be controlled by one player in a chaotic

game with a Victorian, steam-powered computer. Each character has his own set of attributes, such as speed and strength, which can be improved between levels, along with a huge arsenal of weapons which can also be enhanced.

The aim of the game is to destroy the Chaos Engine, a megalomaniac machine responsible for ripping apart the very fabric of space and time. The four levels will be inhabited by creatures from key stages in Earth's history, thrown together by the madman from the not-at-all-control Engine.



IT'S SHOWTIME!

It's that time of year again when the entire software industry descends on London and the floor turns green and gets littered with expenses. The European Computer Entertainment Show 1993 is the country's premiere showcase for new hardware and games, and all the top software houses will be exhibiting along with Consoles and their tabloid CQ-TV.

The venue is the newly-built Earls Court 2 on Friday 6th, Saturday 7th and Sunday 8th of September. Admission is £7, but by turning to page 80 you can get money off advance tickets and read about what CQ will be doing at Europe's biggest computer show.



ARM-Y MOVES

Time Limited have come up with a low-cost example of what human-replacement labour of the future might be like. The *Arm's Arm* is designed to work with all types of Amiga. The operating software is designed to be used by people with very little experience of computers, using a simple command structure and programme variables for the movement. The package retails at £299 from Prudential Building, 48c High Street, Aston, Birmingham B2 3PH. Tel: 021 354 4168.



AMOS-ING

According to Eurocom Software these latest additions to the AMOS range will bring 'Virtual Reality to the home of every Amiga user'.

AMOS 3D, the first of two new products, works with the basic AMOS pack to supply it with a series of commands designed to help create and manipulate 3D objects. The second pack is the AMOS Compiler, which converts AMOS Basic into machine code, making some instructions run up to six times faster.



TEST DRIVE II: THE COLLECTION

Summer's not just and truly here, and what better way to spend it than cruising down the Californian highways in an open-top Ferrari? *Test Drive II: The Collection* from Accolade is a compilation featuring three smash-hit sports car sims: *Test Drive II: The Duel*, *Expenses* and *Muscle Cars* which add a further 18 modern and classic cars to the basic game, and *European* and *California Challenge* which gives the game here extra courses. Barring into the shops now.



DOUBLE DOUBLE BILL

Craince's compilation is about to hit the shops, mixing history with sport. TV Sports Football puts you in control of a top American football team, complete with cheerleaders. TV Sports Basketball is in the same vein as Football, mixing amuse with management. Lords Of The Flying Sam casts you as a twelfth century Japanese warrior, caught up in a power struggle.

Finally there's Wings, a World War One flight sim. Double Double Bill should hit the shops next month.



VIRTUAL WORLDS

A foothold in the compilation market is a foregone conclusion. Virtual Worlds' Total Eclipse and The Crypt the units Master where you once more have to force of evil. All the games are written behind 3D Construction Kit. Virtual Worlds next month.



FLIGHT OF THE INTRUDER

Of the intruder plots. The game A-1 Intruder, played by the ground target messages with on actual missions as well.



For Flight using commander built into the game, in-flight in based can also

CD-TV FALCON

Highly successful Falcon's set for a July take-off on CD-TV. The basic game format will be unchanged from the Amiga version, although it will now feature speech from the control tower and other pilots. For new pilots, there's a trainer mode which contains speech and video footage of the player's weapons in action as well as a detailed description of the aircraft and how to fly it.



GALACTIC

Now from release C&S programmer Steven Pascoe is Galactic, his first game in nearly three years. Galactic is a shoot 'em up with no overall objectives. It's designed so that anyone can pick it up and get going without having to worry about saving the known universe. This is Galactic's first game since being conscripted into the Finnish army.



UMS PLANET EDITOR

Designer worlds are all the rage at the moment, with Powermonger 2 and SimEarth on the way. Microsoft's addition to this genre is a soft on planet editor for UMS 2. The editor allows you to customise terrain, weather patterns and create armies based on any period in the time and virtually any scenario.



TWILIGHT 2000

World War Three has broken out and most of Eastern Europe has been left a desolate wasteland. You play a tank commander fighting in what's left of Poland, trying to stop the all conquering enemy from advancing further. Twilight 2000 is being programmed by US-based Planet software and will be released through Entertainment International early next year.



BUZZ

IT ANT NO PROBLEM

Is creating a world or managing a city isn't challenging enough for you, try spending a few years as an Ant.

From Mexico, the creators of *SimCity* and *SimEarth*, comes *SimAnt*, a game that puts you in charge of your very own ant colony. By directly controlling one ant you influence the behaviour and actions of the colony as they try to conquer a suburban back yard. Laying scout trails can point the workers towards food, or steer them clear of danger. Also, the queen needs protecting and enemy raids need to be beaten back. Hazards come in the the form of spiders, rival red ant colonies and humans armed with cans of Ant-A-Way.

Much of the game is based around Pulitzer prize-winning book, *The Ants*, written by Harvard University biologists Bert Holldobler and E O Wilson, which takes an in-depth look at the social behaviour of ants.



MEGATRAVELLER 2

A mere three months after the release of *Megatraveller*, Pegasus are already working on sequel that will dwarf it's predecessor.

The unoriginally-titled *Megatraveller 2* will contain over 100 worlds; over ten times as many as the original. The planets will also feature more locations and less restrictions on movement and weapons. Additionally, there will be more characters central to the plot to give the game a more 'story-book' feel. The space travel section is also being improved, the combat system is being made more straightforward and it's being sped up. In addition, the graphics will be improved and the jerky scrolling that plagued the original has been eliminated.

Characters from the original *Megatraveller* can be upgraded and used in the new speed. Skills that weren't used in the first game will now come into play, along with more complicated problems. *Megatraveller 2* should be in the shops for Christmas.

BEETLE'S ABOUT

Team 17 have got the license to beat all licenses. Roll over Schwarzenegger, the Love Bug's back.

Jayride is a diagonally scrolling driving game based on Beetle, the petrol-driven star of Beetle Goes Bananas and Beetle Goes to Monte Carlo. It will feature

7,500 screens, footpans, speed bumps, police and other less predictable hazards designed to threaten Beetle in his quest to find his sweet heart. Help is at hand, though, as improved engines, gearboxes, headlights and wind-up deaps(?) are scattered along the road to aid our beloved VW Beetle. Sadly the game will be 16BIT only.

What next we ask? The Sound in Music?



OPEN WIDE

Next time you go to the dentist for a filling, it could be that his (or her) tutor, test subject, and study notes all came from an Amiga.

Kings College Dental hospital undergraduates are now using a unique interactive media system to study their trade. The system is made up from a Zenith 40000 with AMO F4000 running ConduXt (What is it?) For A&D department software. Digitised pictures, animation, diagrams and sample sound effects are used to guide the students through complex procedures such as root canal therapy. The sound effects comprise of sampled drill effects and section tubes, but that's not all. ConduXt can't tell you whether or not the teacher articulates, get a digitised scream if they slip.

CONSOLE COCK-UP

In the supplement to our June edition, we showed you a picture of a really smart new Amiga console unit. Trouble is, we gave you all the wrong details, so here's the right stuff. The unit is made of aluminium and powder coated in scratch resistant paint. It costs £33.95 and is available from Kootas Computers who can be phoned on (0494) 776612.

FLY GUY

Intelec are now offering a non-standard hard drive package with could sport a few of the old favourites.

The MFC-produced Desktops come in 500k and 1000k sizes and are compatible with the Amiga when connected with a SCSI host. The new range of drives are only 20mm high, feature auto parking heads, a read/write speed of only 1.5MB/s, a second, a quick start-up feature, a two year guarantee, and come with a 5000 hard to connect to your machine. For At 500 and 4000k users the Desktop comes an internally-connectable hard card, which costs less than the 4000k external model.



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the worth of
per-episode
of the show

BUZZ

BIG, BAD AND UGLY

With *Wrestlemania* slamming into Britain this summer, it was always odds-on to become part of a software fan's licence collection.

Once again it's *Queen* heading the buy-up bandwagon. World Wrestling Federation is already in development, featuring most of the heroes of the square ring such as the Hulkster, Sergeant Slaughter, Virgil and The British Bulldog - AKA, good old Gerry Boy Smith. In America, WWF bouts regularly attract crowds in excess of 15,000, they don't come for the wrestling, though. Each bout is a carefully-scripted battle as characters like The Undertaker and Ted Dibiowski, the Million Dollar man, grapple it out for the cash.



SUICIDE IS PAINLESS

To some it's the God of games, to others it's like a disease which just keeps spreading. Love it or loathe it, *Conemage* is here and it just keeps on going.

The latest addition to the *Conemage* legend is a resurrection kit. This gives you a full level designer, with which you can create custom built levels that contain all

your favourite hazards. You'll also be able to determine the number of special *Conemage*. If you don't fancy creating levels you could try the data disk which is due out next month bringing dozens of new levels to suicide starved gamers.

Conemage is also due to infect the arcade next year in coin-up form. Data-Feed are currently producing a fresh-bull operated arcade machine based on the original computer format. Is there no escape?



EAT MY SHORTS

Commodore are set to react to their PC sales strategy on the Amiga by including a tutorial video in every package.

It's rumoured that Video One (reviewed this issue) will come free with their new Cartoon Classics bundle. The package will come with *OPaint II*, which will be outmoded by *OPaint 4*, and the video which explains how to get the most out of the software. Commodore have also signed *The Simpsons*, which isn't due for release until September, for the pack. That means Bart will star alongside Lemmings and Captain Planet in a bundle which Commodore expect to sell 150,000 of by Christmas.



A GREMLIN IN THE WORKS

Gremlin have announced their preliminary entries for the Christmas software glut. The first is *Harlequin*, a platform game which it's claimed will feature some of the best animation yet seen on the Amiga. The *Warp Factory* are currently working on this, their first major project.

Next is *Video Kid*, a shoot 'em up set in the world of movies. The hero has to travel across different film styles such as wild west and gangster land. It's being programmed by Twilight who are currently working on *Queen's* troubled *Danten*.

Also in the pipeline is *Suspicious Cargo*, an isom-driven graphic adventure, which is being programmed by Imagitech.



BULMER BURGLED

We received a call from Kevin Bulmer, the guy currently working on *Terminator II* for *Queen*. While Kevin was out for a few days, his house was turned over and all the development kit was taken, along with a variety of other stuff. Kevin can live without the hardware and isn't bothered about naming names, but what he does want is some of the stuff that will be on the computer's hard disk. So, if you have just bought an A5000 cheap, check the hard disk and if it is full of someone else's stuff (ie, not yours), then drop us a line at CUL and we'll work something out. Luckily, this won't affect 72% release, but there is some stuff on there that is valuable to Kevin but worthless to anyone else. And if you can help, then we'll throw in some software as a bonus - and strictly no questions will be asked.

THUNDERHAWK

AH-73M



As an elite member of **SH-73M** you will be employed specifically to defend hostile situations around the world without providing full scale war. Control Thunderhawk in what is proclaimed to be "The fastest 3D graphics system to appear on any home computer".

Available on a CD-ROM of
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CORE
PROMOTIONS

BUZZ

LASER SQUAD 2

Rough justice comes to the universe with Blade Software's follow up to hugely popular *Laser Squad*. This time, a crack platoon of troops, armed with a huge array of vicious weapons, have to rid the galaxy of criminals, rampant robots and nasty aliens.

Programmed by Markon Games, *Laser Squad 2* will be set in the same style as its predecessor, only with improved graphics, an enhanced user interface, and a dozen missions. A squad has to be hand-picked for each mission and individual characters skills like tank-picking and computer hacking. Weapons will range from knives and clubs to rocket launchers, and impact and smoke grenades, machine guns and missiles. The scenarios will be set in multi-level complexes, making it easy for an unruly platoon to be ambushed.

Only the graphics are complete at the moment, with the gameplay and main bits of coding still to be done, although Julian Galloway, the brains behind *LS* and *LS2*, is confident that it will meet its December release date.



MEDITATION

Light into four doesn't go, especially if you're talking about Amiga music. Now there's a reliable package that will give your machine's eight-channel stereo sound.

COMBINED V2, from the Amigaheads, is a low cost music package that boasts many incredible features: notation can be entered on screen, something that only appeared in Deluxe Music Construction Set and Sonic, a print feature that turns your music out to paper in manuscript form, and the package simulates eight channel sound - which is impressive as the Amiga only had four channels. A price and retail date haven't yet been set, but it's expected to sell for £10.

COMBINED V1 is currently available although it lacks many features of its successor, as well as harbouring many bugs. Existing V1 owners will be able to pick up V2 at half the cost.

WARE SAVED

After American software giants, Cinemaware, have been saved from closure by a Microsoft buy-out.

Cinemaware started the year with debts in excess of \$1,000,000, forcing chairman Bob Jacobs to halt current projects and make compulsory return dances. Since then there has been much speculation as to whether Microsoft could come up with a package suitable to Cinemaware's creditors. The Maxwell-owned firm will now complete all Cinemaware's existing projects such as *Rollercoaster*, but with several key programmers now working for rival companies the label's future is unclear.

Jacobs' new company, Acme Interactive, will still develop for the Cinemaware label with Microsoft now in control of European publishing.



BUDGET MANIA

Gemini are also out to conquer the budget market, with their aggressively priced new label 1994.

The initial releases are *Cloud Kingdoms*, *Kid Gloves*, *James Bond: Thunderbolt*, *Revolution 101*, *Impassable* and *Footballer Of The Year 2*. Gemini have also signed a deal to publish what's left of Microsoft's back catalogue at a £7.99 price point.

Meanwhile Progression have launched a budget label of their own which will bring previous releases, such as *Barbarian*, back into the limelight.



SCHOOL'S OUT

European Software are set to open a successful year with the follow up to the enormously popular *Fun School 1*.

Fun School 2 will contain more problems designed around the national education curriculum and more varied reward routines to keep the kiddies playing longer. As for the original *Fun School* series, has topped up sales in excess of 300,000, outstripping most top-selling games.

Following on from that there will be a range of educational products aimed at over 12s as well as two packs tied into major licenses.

CHUCK UP

If you're fed up with expensive flight sims with after-market weapons, Chuck Yeager's third computer outing could be right up your runway.

The game is currently doing the rounds on the PC, where it's receiving rave reviews, but *Thunder Arts* have yet to confirm a release date for the Amiga version, although it's likely to be early next year.

Chuck Yeager's Air Combat is set against the three wars that Chuck actively fought in. World War Two has you up against the Nazis, or copying American bombers in your Messerschmitt. Korea features the first jet aircraft while Vietnam introduces modern aerial warfare in the shape of guided missiles and radar. You won't fly alone either. Wingsmen accompany you on missions, reporting to enemy activity and picking off hostiles when they look like it.



Win a GAME GEAR The Sega Sensation!

The Sega Game Gear is the latest hand-held sensation to come out of Japan, and you could be one of the first in your neighbourhood to get your hands on it as we're giving one away! We'll bung in a free game too! So...

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Win a SUPER FAMICOM!



The Nintendo Super Famicom is probably the most eagerly awaited new console to hit the streets ever! We've got our hands on one, and as much as we'd like to keep it ourselves we'll be giving it away along with a Commodore monitor and the brilliant game "Super MarioWorld"! So if you'd like this lot heading in your direction sometime soon, give the number below a call right away!

0898 299273

Calls cost 34p (cheap rate) and 45p (at all other times) per minute including VAT.
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Call 0898 299233 Now!

For details of winners please send a SAE marked "Winners List" to the address shown. If you do not pay the bill please ask permission before you call as the average length of call is 5.5 minutes.

UPFRONT

1 This essential new drive not only backs your disks, but it protects them from virus too! A patch at the back turns on protection mode, preventing all four-track units from getting onto your disks. It also features integrated back-up hardware. Price: \$65.00. Details: Power Computing, Unit 5, Ruffus Rd, 800-888-Infocore/Cats, Kensington, Bedford, Tel: (0234) 643288

2 This replacement power supply offers 20% more power than the original Commodore unit. Ideal if you want to add loads of peripheral without slowing your machine up! Price: £26.99 from Power Computing (see above)

3 Don't wear out your parallel port, plug in up to four peripherals with this cable switch! Yes, it flicks all the serial switches between them. Price: from £20.00. Details: Acc-Pac, 25 Albany, Langdon Hills, Essex. Tel: (0286) 418110

4 Connect your Transcorder up with this cable. Variety of types available. Price: from £10.00. Acc-Pac (see above)

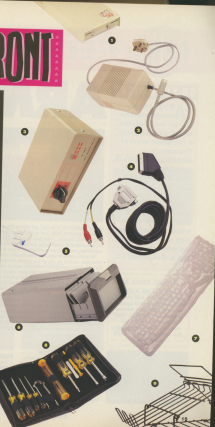
5 Unreliable mice can be a thing of the past with this budget-priced control device. It has a long life as the buttons are the only moving part. Sleek ergonomic design ensures that it feels just right in your hand. Price: £25.95 from Golden Image Tel: (081) 360 1192

6 Store over 120 disks in this stylish, drawer type disk bin. Fully stackable, it's the ultimate in disk storage. Price: £16.00 from Acc-Pac (see 3 above)

7 Protect your keyboard from dust or accidental spills. This transparent, soft vinyl cover slides in the shape of each key, whilst still allowing you to type. Price: from £10.00 from Kaler. Tel: (0440) 740091

8 This computer toolkit contains all every gadget you need. Price: £20.00 from Acc-Pac (see 3 above)

9 A handy stand to support your printer and both paper and pencils. Price: from £15.00 supplied by Acc-Pac (see 3 above)



THE CU COLLECTION

ON YOUR DISKS

All you trigger-happy blasters will be well catered for as we give away a complete level of Thalamus's *Armalyte*, and this is supported by a full cast including MM, Star Trek Trivia and Ping Pong, a superb Virus Killer, AMOS info, this month's Star Picture, and a whole host of superb disk utilities including a head-cleaner and a disk repair kit.

LOADING YOUR DISK

Insert it in the Amiga's drive and it will auto-load. An intro will appear, so press the left mouse button to skip this, and the menu will then appear. Then just press the relevant key to load each item.



ARMALYTE



Already a monster hit on the C64, and tried on THE essential Master in own for that machine, *Armalyte* is finally here for the Amiga, courtesy of Thalamus and Arc Developments. However, rather than convert the C64 game over lock, stock and barrel, Arc have completely rewritten the game to make the most of the Amiga's more powerful capabilities - and we've got an entire level to give to you!

The game's scenario tells of an alien invasion set to devastate Earth and - no surprises here - you are the only person capable of defeating the attack. In the full game, the battle takes place against five levels, each of which has their own graphical theme. For instance, whereas the original C64 game was set entirely against a metallic bar-reflected play area, the Amiga game takes part in levels made up of marble, crystal and organic material, and the aliens contained within reflect these. In terms of gameplay, *Armalyte* is true to the 'old school' of blasters, with wave after wave of enemy ships to be destroyed as you progress through the bar-boreally-scrolling stages, which pave the way to an epic battle against a massive end-of-level guardian.

Our level takes you through the metallic level of the game and will give you a taste of what is to come. The ship is controlled using the joystick, with the firebutton sending a stream of lasers across the screen. As can be expected, contact with the enemy and the ground-based installations - not to mention the flak they spew - is fatal, so avoid these whenever possible. Apart from that, there's very little to test the brain, so you can get straight in and start blasting!

can score 100%)

STAR TREK TRIVIA

When your joystick can take no more, you'll discover Trek Trivia waiting in the wings to do to your mind what *Armalyte* did to your trigger finger. This entertaining quiz program will test your knowledge of the original series to the full. See if you



MM

If Trek Trivia doesn't overtax the grey matter, how about trying your luck at MM. This classic puzzle game will challenge your powers of logic and deductive reasoning to the full. When the game has loaded, the computer will randomly choose a sequence of four coloured squares for you to guess. You

We're back to one disk this issue, but it hasn't stopped us from cramming it full with top-notch demos, utilities, and ideas. First of all, we have a complete level from *Thalamus's Armalyte*, and this is backed up with brilliant and our usual plethora of brilliant utilities and info.

**DISK
sixteen**

LYTE



not only have to work out the colours that the computer uses for its sequence (from a choice of six colours), you also have to work out the order in which it positions them.

On the screen, you will see the game board and a control panel. At the top of the control panel are the six colours that you can select from. Below that are four numbered boxes (1-4) that represent the four positions into which you can place a colour. To select a



colour, simply click on it, then on the position that you want to use it in. Below the position boxes, there are six boxes containing letters, to speed up the colour selection process. They work as follows: A=All - Select a colour then click on A and all positions will be filled with your selected colour. R=Repeat - Once you've made one or more

guesses, clicking on R will duplicate your previous guess. This is useful when you only want to change the colour of one square. C=Change - Change is handy when you think that the computer has created a pattern that only contains two colours. Clicking on C will reselect the positions of your two selected colours. D=Delete - This option simply clears the current guess. L=Lock - Clicking on L, suspends the current game and makes the computer show you its colour sequence. Q=Quit - Ends the game and returns to the main menu.

When you have selected the colour that you wish to use as a guess, click on return and the computer will analyse your attempt. It will then show you certain information depending on how accurate you were. If you guess a correct colour, and it is in the correct position in the sequence, the computer will display a small black square beside your guess. If you guess the right colour, but it is in the wrong position, the computer will display a small white square. Your ultimate objective is to get four small black squares. Incidentally, the computer may decide to use the same colour two or more times in a sequence, so be warned!

PING PONG

As its name suggests, Ping Pong is a version of table tennis for two players with joysticks. When serving, press fire to throw the ball in the air, then fire



again to hit it. To return the ball, simply press fire when the ball is in the right position. Moving the ball left or right as you hit it, will spin the ball across the table. Moving the joystick up as you hit it, will smash the ball. Moving the joystick down will lob it. That's all there is to it. Have fun!

TUNE OF THE MONTH

When you've finally had enough of games, how about listening to the Tune of the Month, which you were probably vaguely aware of whilst the disk was loading. Composed by Marcus Atwood and initially entered in our '80 Hammer Competition, this ten minute masterpiece earns its composer a year's subscription to everyone's fave mag.

If you think that you could do better, then send your entries to Tune of the Month at the usual GU address.



SCREEN OF THE MONTH

Of course the perfect complement to music is graphics, and what better than our screen of the month 'Freddie'. The screen was designed using DPaint by Matt Stubbington. Matt, who has recently been spending a lot of time working on graphics for the Sega systems, has just secured a job in America working for Punk Developments. Fortunately for us, he sent us some of his fabulous graphics before he left. His prize will be winging it's way to him just as soon as we find his address. Help! To return to the main menu, press the right mouse button and select 'Quit' from the menu at the top of the screen.

VIRUS X

To protect your valuable disks, we've also included the ever popular Virus X virus killer. Just press F6, and Virus X will load and check disks placed into any drives.

Pressing F10 will take you to yet another menu absolutely packed with useful utilities.

HEAD CLEANER

Head Cleaner is one for those of you who have bought a drive-cleaning disk only to find that there's no way to make the external drive spin. Just insert your

INATOR 2™

MENT DAY



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Won't Load?

In the unlikely event of your CD not loading, remove all external cartridges and peripherals and try again. If it still won't load, pop the offending disk in an overdrive and address it to:

CD ROM RETURN
PC Wise
Merlin's Industrial Park
Preston Road
Mid Glamorgan
CF44 4BB

They will then test the disk and send a replacement as soon as possible. Please don't ring the CD officers regarding disk complaints as we honestly won't be able to help you. Instead, there is a PC Wise Helpline for any urgent problems. It's open between 10:30 and 12:30 during weekdays and can be reached on:

(0442) 693253

waiting for further instructions. Select your drive by clicking on DFO: (the internal drive) or any of the other gadgets from DF1: to DF3:

Clicking on INSTALL then START will automatically install your disk as that it is bootable. To quit Formater click on the dot in the top left corner of the window.

CALCKEY

Isn't it strange that you can own a computer as powerful as the Amiga, yet still have to hunt around for a pocket calculator whenever you need to work out simple sums? Not any more! Calckey is a memory resident calculator that can be loaded without taking up screen space. When you want to use it simply press the ALT + = keys at the same time, and up pops a mouse-operated calculator. And when you've finished,

click on the dot in the top left-hand corner to get rid of it. It's as easy as that. The beauty of this little program is that it's so tiny you can afford to copy it onto all of your utility disks and include it as part of the startup sequence, thus making it readily available no matter what application you're using.

FIXDISK

This multi-talented program is just what you need to examine and repair damaged disks. Having clicked on the drive to check, you will have a wide range of options. Should any errors be detected whilst the disk is being checked, they will be pointed out to you. It is then simply a matter of using the appropriate option to repair the damage.



MEMCLEAR

Because of the Amiga's flexible architecture a lot of memory is often wasted due to data being incompletely flushed from the system when you move from one project to another. Memclear regains all of that wasted memory. Include it in your programs to ensure the maximum operating memory at all times.



THE CU COLLECTION

DISK TUTORIALS

Continuing CU's policy of providing disk based programs to accompany our magazine tutorials, we present three great items for your delectation.



KEYMACROS

You can't help but notice the superb Keymacro program as you load this monthly disk. It's responsible for the menu that allows you to load all the other goodies. This invaluable program allows you to change the keyboard so that a single key press will perform many functions. These functions may be simple things such as loading another program, or more complex operations like running mini programs. A full tutorial, which also gives you an easy-to-follow ten step guide to using Keymacro on your own disk, can be found in **FINDERBOOKS** on page 188.

AMOS MUSIC CYCLER

In the June issue we gave you an intriguing routine to produce colour cycling in time to your choice of music. Now, for the benefit of Amos owners we've taken things a step further. Now, not only can you colour cycle any screen in time to a piece of music, but you can also tell the computer to load a variety of tunes to create a musical slideshow! You can find the program called disco lights in the AMOS directory of the disk. The tutorial begins in **AMOS UNLEASHED** on page 148.

FONT SWAPPER

Linking our feature on Logos this issue, with our 'Tricks with Type' feature in the June issue, we've included another fantastic free font. This 48 point font is large enough to use with posters or adverts, and can be used with your favourite art package. There are full instructions on the disk to assist Deluxe Paint II users, and you can read this month's feature **CREATE YOUR OWN LOGOS** on page 99.



GETTING YOUR BACK-UP

To avoid corrupting your disk, you may find it worthwhile to make a back-up. To do this, write-protect the original CU Collection disk and copy the disk's contents to a blank disk.

To do this, load your Workbench disk and wait until the drive light goes out. Now insert the CU Collection disk and click once on the disk icon that appears. This highlights the disk icon, so press the right mousebutton and a series of options will appear at the top of the screen. Move the icon to the 'Workbench' menu, and move the mouse pointer to the 'Duplicate' option.

You will be asked to insert the Workbench disk again, so do this and keep swapping disks as requested. Once complete, a new icon will appear with the words 'Copy Of CU Collection', so once again highlight the disk icon and this time use the 'Rename' command to retitle the disk to simply 'CU Collection' (or the title of the original CU disk).

"A BEAUTIFUL PUZZLE GAME WITH ASTONISHING HIDDEN DEPTHS"

"A good excuse whenever it's too late to play...and there's the shortage of gameplay here.
It explains and shows it's true thing. Don't there's enough here to
keep you happy. It's the same come home!"

THE ONE



CLIP



The strangest things happen in fairy tales...but nothing so strange as the experiences you will encounter on your travels as Carver the PI. Your magic ring can cast many spells, increasing in power as you tread deeper into the mystical lands of goblins and goblins. Even the castle guards, lovable beings with the IQ of a cold-water diver, act as a get smart campaign. They may seem a little backward to start with, but these river-headed, lovable beings will soon become cantankerous, tricky-dickies if you let them. Many weird, villainous creatures and delicious puzzles test your game-play technique and your genetic powers. You can even control some of the background game features, allowing you to get to where you think you should be. Numerous secret areas lie deep within the forest where vital clues can help you with your quest, but beware...

YOUR OWN GHOST MAY MATERIALISE TO HAUNT YOU!

OCEAN SOFTWARE LIMITED
4 CENTRAL STREET
MAAS-CHIEF MAAS
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ATARI ST & CBM AMIGA



blast off

What delights will the second generation of CDTV software bring? Rik Haynes explores some of the options...

On first few months in the happy land of multimedia have been busy ones. Commodore is confident that CDTV is making history on the streets. No surprises here. But there are black clouds waiting to darken our bliss. If you thought consumers were con-

fused about buzz words such as 'edutainment', 'intertainment' and 'neomedia', just try talking to a few of the software developers who are supposed to be supplying this new age of interactive education and entertainment.

The stumbling block is a simple one. Creating a half-decent multimedia title with scotches of both visions and roses costs in the region of £200,000 per project. The only way to recoup this

'media miracle machine' actually available at your local dealer. Thus, many people still aren't willing to commit themselves to costly software development which breaks the boundaries.

Meanwhile, the companies willing to take a chance are readying the next phase in CDTV seduction. Some of the larger companies and a few mavericks are redefining the way we'll look at software in terms of both content and general aesthetics. What will Santa be leaving in your stocking this Christmas, then?

It may be something of an overused cliché, but it's the software that counts over any fancy box of electronics. The development community is only just beginning to understand multimedia and the first wave of CDTV software reflects this initial involvement. These people have learnt from their mistakes first time round and are experimenting with new concepts.

The more general applications such as encyclopaedias will start employing partial screen motion video software technology called CDOS, capable of generating 1/3-screen images at about 12 frames

per second. This is a huge investment is by releasing the same project on a variety of platforms. Sounds reasonable, until the dreadful truth dawns on you. CDTV is the only





WHAT IS IT GOOD FOR?

Ouch, the CDTV vs CD-i war—labeled two rival machines in a small market with big potential—is getting very noisy indeed. The current corporate conflict is over Photo CD, a new way to store your camera snapshots on compact disc and make photographic developers heaps of lovely cash. Amongst claims, counterclaims, and furiously prepared press releases it emerges that Philips, Kodak and Commodore aren't quite sure what sort of equipment you have to be packing if you want to read a Photo CD. Philips Interactive Media Systems has announced your multimedia machine must conform to CD-ROM/ISA or CD-i standards. And guess what? The current version of CDTV does neither. According to Philips, the only products developed that have Photo CD compatibility just happen to be the Philips CD-i players due to be introduced in Japan and the USA later this year. Not so, say the Commodore people. They reckon Kodak needs Photo CD to work on the maximum number of CD-ROM platforms possible and CDTV's should obviously be top of the list as this is the only system on sale today. These feuding firms have until December to stop their squabbling and get it sorted. That's when Kodak will finalize the Photo CD standard and start furnishing high street photo finishers with the necessary hardware to turn your holiday pics into digital data.

per second. Whereas *Shenmue's* Holmes, Consulting Detective (CDM Simulations) uses Video-mailer, a custom digitization process that allows video to be displayed at 15 frames per second. This murder mystery title based around Sir Arthur Conan Doyle's famous sleuth was produced in the same manner as a short feature film. A script writer was contracted to compose dialogue. 25 actors were cast for 50 speaking parts, more than 70 period costumes were designed and 25 Victorian-era sets built. CDM programmers then digitized the video and blended them with computer-generated graphics and hand-drawn illustrations. The dialogue audio was also digitized and synchronized with the video scenes. "With our technology, the player can take on the role in a movie and interact with real people," claims creative director Ken Tanaka.

In addition to big-profile projects from CDM Simulations and Playgress, there are many enhanced games on the horizon. The emphasis is on user-friendliness and harnessing the better features found on the CDTV—high-quality sound, expansive storage space and a

guarantee of one megabyte of RAM to play with.

Software like *SinCity* (Masita/Infogrames) is really showing the way. This new version of this award-winning town planning game incorporates a complete set of scenarios from around the world, 25 minutes of music, and supports five European languages. Future CD-ROM games from Masita will also include HyperText-style windows filled with facts and trivia. Did you can't wait for *SinCity*?

Commodore claims there is a real rush to get more titles released, but no-one is willing to divulge sensitive facts about the second generation of product. "Although there's plenty of good stuff under development, we can't talk about specific titles until the publishers themselves are prepared to announce what they're doing," confirms a Commodore spokesman.

"We'll be taking a close look at the good, bad and ugly sides of the current crop of CDTV software next month. Until then, enjoy your self and always look both ways when crossing the road."

SINK THIS PUTT! Another system bowser! The CDTV adaption of *Jack Nicklaus Golf* promises a 'virtual duplicate' of the *Midfield Village Golf Club* in North America. Accolade unleashed a group of photographs onto the famous 18-hole course in order to capture over 8,000 digital images. "Photographs were taken from all angles," describes producer Chris Ruckman. "We tried to take into account that the ball can land or roll anywhere. People should actually feel like they're playing golf with Jack Nicklaus."

SING FOR YOUR SUPPER

It had to happen sooner or later. The Japanese singing craze is now available on a selection of Karaoke discs which threaten to make full use of the Compact Disc plus Graphics (CD+G)

capabilities of your CDTV. Without affecting the digital sound quality, these CD+G titles allow the lyrics of a song to be displayed on the screen while the musical accompaniment plays silently in the background. Are you ready to murder your favourite tune with a unique interpretation? Not King Cole will probably turn in his grave when you play the microphone into your left and start warbling *Some Enchanted Evening* to your heart's content.

Evening is just the beginning. Arista is planning to release roughly 40 discs starting just under £40 a piece. These discs each hold around 18 tracks. A quick scan of the catalogue proves each game is intense & Poppin'. These *Larry Gray Crazy Days of Summer* and *Your Good Girls Gonna Go Bad*, along with more mainstream Karaoke hits like *Pretty The Swimmers*, *Never Gonna Give You Up*, *Please Mr. Postman*, and, of course, *Fame!*



BACKCHAT

LETTER OF THE MONTH

I read your review of *Cohen* with considerable interest as I have thought seriously about whether to choose it over *E.R.*. Centurion. My interest stems from my career as an archaeologist, working on Roman sites and artifacts for the past twenty years or so (amongst many others) – so it's a bit of a *superior's holiday*, but to be honest

I thought your readers might also like to know something about the *packaging* of *Colony* which has a splendid illustration of a Roman Centurion on the front cover. The person shown is in fact Mr Chris Haines, who belongs to 'The Empire Street Guard'. The Guard have been researching the Roman Army for many years and are widely held to be the leading experts on military tactics.

11/11/2019 11:11:11 AM

Centurion and Cohort are very different games dealing with aspects of the empire in different ways. Overall, though, we think Centurion has the edge through presentation and ease of use.

14 AND OUT

Congratulations on the great new look magazine. It's really good to see you concentrating on the various state of computing rather than just the games (though please don't go totally technical and concentrate solely on the technical stuff - I still love games!). In addition, even though I only need a fairly low standard wordprocessor, I still want to get the work up to a reasonable standard can you recommend a good one for business?

Disc 14 was great but how the hell do you play Gravity? I can see it's something special, but you haven't even printed a key list or anything. If you could just print a play-through guide, I'd be grateful as you did call it a throwing man's shoot 'em up.

[illegible]

It's a little dear, but *The Warlock* is a good WP package. The playing guide was a little incomplete for which we apologize. The original manual was rather laudible.

so we had to edit it down. Unfortunately, we went too far and confused a lot of readers. Look out for a full playing guide next issue.

ALREADY THERE

First of all, could you tell me what CU stands for? I think it's cool the way your mag is getting involved in the technical side of things and I loved the 24-page supplement. However... could you start reviewing PD utilities because it's almost impossible to figure out which ones are the best just from the name alone?

[illegible]

EW has been published for over five years now, and we recently passed our hundredth issue and are

currently selling more than 100,000 copies a month. The name actually stands for Commodore User which we were called when we covered the Vic 20 and the C64. Meanwhile, the logo is more of an icon than anything else. As for CD titles,

reviews. Dan and Matt bring you two pages of fun each month.

ONE FROM 65

Gamers in Australia cost \$40 a time which is fairly meagre and therefore I rely on your magazine to provide reliable reviews on ENTERTAINMENT games, from the best to the worst. I've noticed that you don't do this and concentrate on a certain number each month. Is this because games companies sometimes refuse to have their games reviewed or is it for space reasons? If a company refuses to hand out review copies then obviously the game is poor and we should be told about them.

Model	Model	Model
Model 1	Model 2	Model 3

Yes, sometimes companies do refuse to send out games to us before they appear in the shops. From our experience, this usually means the game's a bit of a turkey and the company's trying to wing the punter before the word gets out.

There's also only so many games we can realistically review each month – otherwise we'd have to increase the length of the working day! As a rule of thumb, only buy those games you are reviewing in CU – we only accept the best and so should you. If it isn't here, it isn't worth the money.

YOU WANT

Could you please help me? I have a C64 and would like to upgrade it to an Amiga. What add-ons do I need to transform my machine into an Amiga?

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A SCOTSMAN WRITES...

My name is Jim (Sloper). My family are very poor so I have not got a computer like every-one else. Because you are very rich can you please give me an Amiga 500 and a floppy? Please say yes. If you say no

TECHY LETTER-WRITERS WANTED!

So far, this column has been read mainly for something off about the state of the games industry, but we want to hear what you think of the hardware available. But techy questions, though, they're strictly for Q&A, but if you have any gripes, wishes or even probes, then drop us a line at the usual Blackbird address.

please tell me. If you give it to me, can I have some games as well?

Jim (Bassett, Prof's).

We usually ignore letters like this one, but Jim's story really touched us and we had a bit of a whip round. Because we are paid such a lot of money for playing games all day, we managed to raise more than £3,000 with which we've bought you an Amiga 1000, a colour monitor, a modem, and a colour printer. We've also added our massive library of games and selected the best 100 games ever published. All these goodies will shortly be on their way to you.

PS. Only kidding, Jim.

SEEDY-TV

I get your fabulous magazine every month and of late you have had many exciting articles on the much awaited CDTV. I am very tempted to buy one of these machines. However, I am unsure about a few points and was hoping you could put me straight. Could you please tell me if all disks are compatible with the CDTV and the soon to be

released CD-ROM add on? Will the CD-ROM add on be usable with 1/2 meg or what is the minimum memory required? As the CDTV does not come with a keyboard, what is going to happen to games that require typing? I occasionally do a bit of programming and as there is no keyboard, I am wondering how much this will affect me. And last of all, I would like to compliment you on the new look CU Amiga. Keep up the good work.

D. Livingstone, Glasgow.

For more information read on...

ST-EMULATION

Mr ST Emulator for the Amiga, huh? Try disk 506 from C&A, PO Box 7, Blatchley, Milton Keynes, MK2 3PL. Tel: 0609 640783. You are correct (as far as I know) in stating that there's no software for an ST to emulate an Amiga - after all, you can't put a quart into a half-pint pot!

D. G. Gatten, London.

AMIGA VS CD-TV

Having bought a CDTV, I read with great interest the article on it in the July issue. I hope this becomes a regular feature. Here are my comments for anyone interested. The quality of the graphics are absolutely outstanding if the CDTV is connected to a TV via the aerial socket. With a disk drive connected and the CDTV booted from a floppy, the graphics are what you'd expect from the aerial socket. The sound of a stan-

dard music CD through a good stereo system is also superb - Commodore are using the latest CD system. I have even unearthed some CD & G CDs.

The Groovies - Flaming Groovies

Peeked Mac - Behind the Mask

Bonnie Raitt - Great Light (this is an import and not marked as a CD & G).

You may come across a CD by Anita Baker, called Rapture, marked as CD & G. It is NOT.

I connected the CDTV to my Amiga using a multi-modem cable. Populous worked, but Blackthorn wouldn't because I couldn't enter the password codes as the system doesn't have a keyboard. Loading from floppy, AMF Hawks would not load, nor Chuck Rock. Slith' did and it's just about playable with the remote controller. Of the six titles I have got, the packaging could be improved. Can I appeal to the software houses to put the disks in a caddy and then pack it in a box with decent instructions? It's only because I've already bought the floppy versions that I know how to play it. I don't regret buying it at all, but we need a mouse, joystick and keyboard urgently before we can use the CDTV properly - AND a decent manual covering the computer side of it.

Also, if you get the chance to see the demo of Planescape which is on the Lemmings disk, I advise you to study it. Look at the heat from the engines, the reflections on the nose cone, the smoothness of the animation. If this is what is coming on the CDTV, then I just can't wait. You won't get this on the Am50. However, Planescape won't load in if a floppy disk drive is connected. With CDs there is no worry about having to make back ups, re-swapping of disks, no worry about the data corrupting over a length of time.

CDs can be damaged, though, despite what people may say. The main problem is scratching it, so be careful.

I. Midleton, Co. Antrim

EGO BOOST

As a relatively new reader of CU Amiga and someone who doesn't put pen to paper very often, I've just had to go out of my way to write and say how brilliant your mag is. The presentation and contents are excellent, no punches are pulled in the games and hardware reviews, and credit is given where it is deserved. In this world of pre-release hype, your readers can save us a fortune. The magazine is crammed full of interesting facts. For my money, best of all are the forums; the inspiration from these could spur us on to bigger things!

S. Pomeroy, Lancs.

WRITE ON

I think your mag has become the best on the market since you changed it. The disks are also superb. All you need now is a hot poster every month. I recently heard that Cinescene (the best game creators ever created) have gone bust. Is this just a rumour or have they really disappeared? Could you tell the what has happened to the group and if their games will ever be brought onto the market. Could you also tell me why Blackadder has not been licensed yet? Also will the Sony invention of writable CDs have any effect on CDTV?

G. Stoddart, Holland

The CD-TV has't capable of writing to Sony's optical disks. Even though Sony's disk have been available for military and industrial use for three years now, there is no sign of it becoming a commercial computer product. As for Blackadder, we'll have to wait and see. Check Buzz for more info on Cinescene.

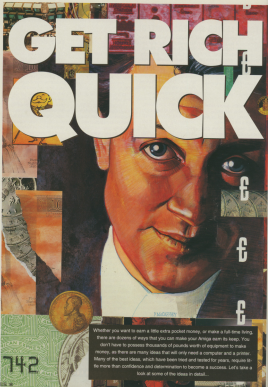
THE TOP FIVE

This month's reader's list is from Kevin Weatherhead, who hails from Bide.

1. Lemmings
2. SMIT
3. Gods
4. Robocop II
5. Midnight Resistance

WRITE TO CU, 30-32 FARRINGTON LANE, LONDON, EC1R 3AN

GET RICH QUICK



Whether you want to earn a little extra pocket money, or make a full-time living, there are dozens of ways that you can make your Amiga earn its keep. You don't have to possess thousands of pounds worth of equipment to make money, as there are many ideas that will only need a computer and a printer. Many of the best ideas, which have been tried and tested for years, require little more than confidence and determination to become a success. Let's take a look at some of the ideas in detail...

Your Amiga is a potential goldmine, offering an almost infinite variety of different ways to make money. Mat Broomfield reveals a few ways of boosting your income.

TYPING SERVICES

This is probably the simplest and best proved of the ideas. There are already hundreds of people out there making a very successful living from this service. All you need is a computer, a word processing package and a printer. Obviously, the most important part of this service is the quality of the printed output, so the better the printer, the bet-

ter the service you can offer. There are thousands of small businesses all over the country who are in need of people to produce professional-looking letters, etc. For the most part, all you will need to do is type and print their letters (perhaps on

CURRICULUM VITAE

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EDUCATION	University of London, BSc in Business Administration
EMPLOYMENT	1985-1988: Junior Analyst, ABC Ltd. 1988-1990: Senior Analyst, ABC Ltd. 1990-1992: Manager, ABC Ltd.
SKILLS	Computer: Word Processing, Spreadsheets, Databases Languages: Basic, Pascal, C++ Other: Public Speaking, Team Leadership
REFERENCES	Mr. J. Broomfield, ABC Ltd., London W1A 1AA Mr. J. Broomfield, ABC Ltd., London W1A 1AA

their own headed paper). It will take you a while to customise your page layouts to their specific requirements, but once that's done you'll find that future work becomes much easier. A telephone is a definite asset as it allows your clients to contact you at short notice. You may find, however, that clients prefer to meet you on a particular day of each week or month to give you the work.

TIPS: When canvassing for business, you will find it useful to prepare a portfolio of different styles of letters. An invoicing letter, a general purpose letter of introduction, an advertising letter, and product information letters are all frequently used. Try laying them out in different ways, on varying sizes of paper. Invoicing letters don't require such high quality paper or print quality as a letter of introduction, for example. The idea is to demonstrate that you are aware of the many requirements your clients may have, and are capable of fulfilling those requirements. When trying to find potential clients, business parks and government subsidised units offer you the most likely source of clients. To find out if there are any in your area, phone the local jobscentre or Enterprise Allowance Scheme. You will find that every area has these.

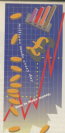
REQUIREMENTS: Computer, Printer, Word Processor, Stationery, Telephone (optional).

DESK TOP PUBLISHING SERVICES

While many companies may have typewriters and computers, relatively few of them will own Desk Top Publishing (DTP) software. Traditionally, all work of that nature would be contracted out to a professional bureau, but there's no reason why you couldn't approach these companies and offer your own rival service. Using a package such as Professional Page 2 or PageMaker 2, you could quite easily produce pages that are suitable for internal newsletters, etc. If you have access to a professional bureau, then the sky's the limit because these places can take your Amiga disks and produce magazine-quality output. So why should a company want to use a DTP service in the first place, when they can type stuff for free? If you want to make people read lots of boring-looking text, you have to make it look interesting. A DTP package can make it really sparkle, adding a touch of glamour to every document. As with most ideas described here, the first thing you ought to do is produce some samples. You can either try to get hold of a variety of documents from different companies to make your samples sound authentic, or you can make up your own documents from scratch.

Whichever method you choose, unless you are already experienced at preparing page layouts, it's a good idea to take a careful look at the pages of any publications that particularly appeal to you. How many columns do they use per page? How wide are the margins? How wide are the spaces between columns? And how much white space is there on each page? How do they incorporate graphics into their images? What sort of font styles do they use for headings and body text? As you can see, there are a lot of questions to be answered. Most of the problems will be fairly easy to solve, but the hardest thing to produce is a page which is aesthetically pleasing to everybody. Practice using different layouts and fonts styles. The type of letters that you use for titles can totally change the impact of a page.

When you actually manage to get some work from a client, how are you going to print the pages? If they want ten copies of a two-page document you could probably do it on your own printer, but what if they want a hundred copies of a ten-page document, or a thousand? It would take you forever to print them. So you have to allow for duplication



Set up a database, a bureau, or try the pools.



costs at a local printers when giving your quotations. As you have not had to pay for layout costs, there is still a small margin for you to make a profit, especially on multi-page documents. Another thing for you to consider, is whether or not you are going to be able to include graphics in your documents. Simple things like graphs and charts can probably be drawn by hand, but photographs will

can probably charge more.

HINTS If you have access to a colour printer, such as the Xerox 4025, you may like to consider offering a digitising, printing, and picture-framing service. There are many people who would love a permanent record of their work, and pictures mounted on card and framed can cost less than £3.00 to produce.

REQUIREMENTS Computer Scanner or Digitiser, Printer (optional)

HERALDRY AND GENEALOGY

One of the most fundamental human interests is a desire to find out where we

came from. Most people know their family history as far back as their grandparents, and maybe a couple of generations beyond that, but very few people know about the

origins of their family. Yet again, it is a service that people are willing to pay for. If you enjoy reading, and don't mind doing some hefty research and typing, this could be the ideal business for you. Most libraries will contain books on the origins of both first names and surnames. If you are determined, you will also be able to find books that show family crests, and describe the heraldry of a given family name.

To start your business, you could place a small advert in the local paper offering to send people a history of their family name, and a description of the meaning of the first names of three members of the household. First names are very easy to research because prospective parents often want to research the names of their children before choosing them, and there are lots of books available. Surnames are a little more tricky, but most libraries will order books for you by subject heading. Just ask for anything about the origins and meanings of surnames. Books on heraldry are rarer still, but can be ordered.

Rather than create a massive database of names right at the beginning, you only need to add names as people actually ask for details on a specific one. You might like to use a word processor that allows you to include graphics. At the top of the page you could print the family crest or crest (if there is one). Below that you can describe the meaning and history of the name, perhaps including a section on the original pronunciation if known. On a separate page you can print whatever you know about people's first names. If you use good quality paper, you could

also offer a service whereby you provide framed family crests, etc.

HINTS A hand scanner or digitiser will save you hours of work drawing family crests. A two-minute scan will provide a quick grey scale image that you can then colour by hand using your favourite art package.

REQUIREMENTS Computer, Printer, Art Package, Scanner (optional), research material.

PROGRAMMING SERVICE

You may think that your programming skills leave a lot to be desired, but there are hundreds of applications for programmers who only have a rudimentary knowledge of programming. A massive number of applications simply require programs that handle numbers or strings, and which have no graphical elements at all. Programs to work out statistics are a classic example. When national elections are shown on TV, their computer constantly has available a ready stream of statistics. Most of these statistics are gained by using simple maths (addition, division, etc) but on a very large scale. Many newspaper astrologers use computers to assist them in their work. Some use custom-made programs to help them make their predictions, whilst others simply keep their forecasts on computer. Think about the requirements your local business may have. Perhaps a local shop needs to keep accurate records of what products are selling, or a video shop needs some sort of control program to keep track of what films are being rented? You may find that your limited skills can provide them with exactly the sort of program that they're looking for. Perhaps you can come to some sort of arrangement whereby you provide them with the hardware to go with the program. Once you start selling complete systems, your profit margins can get even higher.

Get yourself up-to-a fortune teller...



HINTS If you sell a program to anyone, try to include a maintenance contract in the arrangement. This means that you charge an additional fee in return for limited updates and changes for the period of the contract. If you manage to sell a complete system, complete with computers etc, arrange the deal so that you are being paid a procurement fee for finding the equipment, rather than them buying the equipment from you. This means that the original retailer retains responsibility for repairs etc.

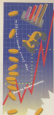
REQUIREMENTS A computer, a programming language, imagination.

IF ALL ELSE FAILS

If having looked at all of these money-making ideas, you still can't seem to get started, there's one option that has been used to make money legally for thousands of years... Gambling! On the Arniep, there are now numerous pools prediction programs to help you work out the best horses to put on your coupons. They all work by analysing past performance between teams, and calculating the likely results of any confrontation. Horse racing programs such as CDG Turfcom attempt to do the same. There have been many claims about the success of such programs, but whilst some have achieved limited success, they take so much work to operate, it's probably easier to start your own business!

There are just a few of the numerous ideas for turning your hobby into a profitable full or part-time occupation. There are absolutely dozens of equally viable ideas just waiting for you to try them. No matter what skills or interests you have, there is a way to make money from them somehow. Do you like stamp collecting? You could always offer people a disordered database of British or foreign stamps and their values. If you're an electronics expert, why not create little electronics projects and write short leaflets describing them for other buffs. Someone out there is sure to be interested.

The important thing to remember is that virtually nothing comes handed to you on a plate. It's likely to take a lot of hard work before you are successful, but don't be discouraged by people who say "You can't do that." Provided it's legal and you have the determination, you CAN do that... if you really want to!



CREATE YOUR OWN

LOGOS

Whether you call it a brand, a logo, or a trademark, a small graphic symbol is often the main way that people recognise a company's identity. Peter Lee shows you how to create your own. . . .

Whatever their size, logos and trademarks are big business — for the people who design them and the organisations which use them. It's not what the symbols or name-styles actually show that matters, it's what they represent, and the fact that you can instantly associate them with a particular company. McDonalds, Coke, Shell, Apple Computers are just a few of the companies whose logos give them an instantly recognisable identity anywhere in the world. You too could earn some

cash — and produce artwork on your Amiga which someone could pay you for.

Logos can really be anything — from complex graphics to simple text in a particular style, and luckily the Amiga can handle both. But if you think your 8-pin printer's output is shabby, or the pictures you've taken from the actual screen are out of focus, don't give up hope. If the idea is sound, use it as a springboard — the potential is in your skill and the Amiga's capabilities.

Think about the sort of person who might be interested in your work. Take a look around your town, at the kind of businesses there are.

Concentrate on the smaller operations, or possibly newer arrivals, as ones with a reputation to build, competition to pummel and no chance yet to choose a trade design from the local printer's 19th century manual of quirky wood cuts.

When approaching businesses, don't harp on about how great your computer is and how it will work to promote a business. Leave that until after you have some concrete work to show off. Then you can start negotiating. Of course, you could try the 'flat in day' approach if you feel confident, but people will take you far more seriously if you flatter their ego by doing something beforehand. Be like the sea-front photographer; he snaps anything that moves, and makes a living out of the holidaymakers who later see the picture in a booth and buy it.

Having selected a potential client, the hard work begins — creating something eye-catching, and useful. It has to be used on things like displays, letterheads, business cards and so on; it has to be



Above: Incorporating digitised images can enhance your message. The text is filled using DPaint's spread fill option.

Above right: Stained stone, or is it? Using smoothed greys for the texture and adding highlights to the text gives this image a new photo-quality.





ON THE DISK

To help create your own logos, we've added a 40 point stylish

poster font to the goodies on this month's cover disk, number sixteen.

The font, called Basel, can be used with any art package, but DPaint II users should read the info on the disk to learn how to use it with their version.

**Logo
ware**

unique to his or her shop, and visible in a High Street full of competitors.

The simplest logos to do are manipulations of the shop name. The Aniga can score here because of the vast number of fonts which are available. One idea for a name-style can lead to a dozen or so similar creations, all using different fonts. If you have access to any clip-art (lots of which is available now, for use in DTP applications) then by all means incorporate it together with the text. Or create your own - there are not many clip-art drawings available to specialist stores, for instance.

Whether you intend using an art package such as Deluxe Painter or a DTP program, both of which are ideal for our purposes, actual digitised pictures can be brought in and used to good effect. The images have to be relevant, so any one with access to a video digitiser will be able to select pertinent images. My example logo for Process Coaches uses

a grabbed image, but be warned, you cannot use anyone's face (or property for that matter) for promotional purposes without their consent.

OUTPUT

There are a number of ways of transferring your message across from the Aniga, given that most of your prospective customers won't know an Aniga from a microwave oven. I favour two: the ordinary still picture taken from the monitor display, or in the case of an animated logo, a transfer to videotape. For good results, the inexpensive Medison is recommended, which worked really well for me until I fed it to death in the serial port (not recommended), and the SuperGen, which I

use now. The benefit of an actual colour photograph is that copying business now exist which will enlarge a photograph to A3 size in full colour, or even laminate it. These make great and robust store signs if you clinch a deal. Slides are not so successfully enlarged, and in any event are harder to present to prospective clients. But if you do use slides, buy a portable slide viewer. . . .

ON SCREEN TECHNIQUES

People aren't as impressed as they should be by computer images. They see only the text on TV and in magazines each day, and then believe that they must be a piece of cake to do if they are so commonplace. What does seem to go down well are surface textures: if you can create the illusion of a name and logo cast in gold or carved in marble, you are on solid ground. You are selling an illusion, and the more realistic, the better.

STONEWORK: For ordinary granite, a fine brush mixture of a range of greys can be used. Spray-paint the required area with colour cycling air, and once the area has been covered, select DPaint's smoothing option. With the smallest round brush, meld all the colours together, streaking in vari-

ous directions. You should end up with a blurry mixture of dark and light greys. To make the text or logo appear as if it has been carved from stone, switch to the system screen (press) on the keyboard), and select the size of font you want (choose anything over 30 points). Type your text in any colour. Flip back to the first screen (press) and copy the stone image into a brush, leaving the original there. Press) again to return to your text, and click up the stencil option. Make your text colour the only colour NOT processed. When you OK the stencil requester, you will find the stone brush showing through the letters; stamp this down so that all the letters are filled with the stone texture. Free the stencil, pick up the letters as a brush and move back to your original screen.

Your text will now blend into the stonework as it has

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ANIMATIONS

Creating animated logos for transfer to videotape is very rewarding, though much harder to break into. However, anyone who has seen some of the standards set by people who videotape weddings will realise that they could do with some sophisticated Aniga help.

If you do make any samples to send to your chosen targets, be sure to incorporate some wording on the display of all final - something like TEST or SAMPLE so that your work cannot be ripped off and not paid for. If the client likes it, and a deal struck, the wording can simply be left off the finished animation.



CREATE YOUR OWN

LOGOS

deeper shadows and different coloured highlights.

GOLD: This is very effective, easy to do. Create a range of 16 colours as your metallic base. Make the first colour light yellow and colour eight dark brown/gold; now create a spread from the first to eighth colour. Copy the first colour to slot 16, and make a spread from there back to colour eight, the brownish one. You will now have a range of colours, which goes from light to dark then back to light again. Using this range to fill text characters will create the illusion that they are gold. Using whites to grey in a similar way is a good way of mimicking silver. To make the effect more realistic, smooth the letters so that the colours blend together.

Backgrounds and borders can also be made to resemble metals.

Top left: A very simple logo, where the setting sun conveys the image of romance, fantasy places. (Screenshot from *Parsons Metal* with frame advance adding style to simple text.)
Top right: And your basic corporate logo.



SCREEN SHOTTING

Taking pictures from your display screen is not too hard, though you will need to use an RGB camera to get a decent-sized sharp photograph. I prefer snapping away in the dark to avoid reflections on the screen, and at the design stage, I try to get the image away from the edges of the monitor, where the glass is curved. Use a tripod, or rest the camera on a sturdy surface to avoid camera shake, and don't use a 'red fire'/'fast shutter speed' combination otherwise you may get scan lines. Take a couple of shots of each screen, making the aperture up and down a half stop, and hopefully one will be bang on.

A couple of frames from an animated logo in which the name is uncovered by shimmering, moving fairy dust.

FAMOUS LOGOS

Brand names and logos I feel have cost a great deal of money to develop. YVES ROCHER - this clever branding material was invented in Switzerland by M. de Muret, who chose the name from the words *rochers* (rocks) and *rocher* (mountain).

SPAM - this international grocery chain owns the name, and free symbol, to the fact that Holland was the home of the first group 'spam' association, and the first free (adopted as the symbol) is called 'Spam' in Holland (and it didn't hurt that the Dutch word for savings is *sparen*).

ST. IVEL - the name for cheese products owes its existence to an advertising genius. The 'ivel' was invented as part of an elaborate story by a Swiss country chemist, about making in Somerset making fine foods to old recipes.

BIBENDUM - otherwise known as the Michelin Man. This inflated logo came about in the late 1930s after the Michelin brothers (Gaston and Andre) saw a beer advert showing a bloated man raising a glass. The text read 'Beer and Information - Now is the time to drink'. An artist suggested the drawing to show the familiar tyre-shaped man we know today, and replaced the beer glass with a tin full of nails and glass. The words were considered appropriate to the firm's motto 'tyres on the road'.

LEGO - the firm which makes the famous children's toy got its name from inventor Ole Kirk Christensen, who turned to making robust toys after being made redundant in the 1930s. The word was created by joining of the Danish words *leg* (leg and foot) - *play well*. Lego bricks first got under foot in the 50s. **HMV** - the Master's Voice uses its name to a painting, by Francis Barnett, which showed his dog Nipper listening to a gramophone. The Gramophone Company liked it so much, they bought it and adopted it as their trademark.

RODAS - the famous sportsbar name and logo comes from Germany. The name incorporates the nickname of businessman Adolf Dassler (Adi) and the first part of his surname.





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A MAGIC WAY TO POCKET



Get your swag bag ready to swallow up a magnificent GDTV. Are you ready for the technology of the future? All you have to do is spot the ten differences between the two screenshots of *Magic Pockets*, the fabulous, soon to be released game from Renegade. Ring the differences on the screenshot which has been changed and cut out the pictures. The first correct entry pulled out of the bag gets the goodies. It's so ridiculously easy it's untrue! Send your replies pronto to:

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MAGIC POCKETS



After almost a year in development, *Magic Pockets* is nearly away from completion. Sean Griffiths, the programmer and designer for the game is busy putting the final touches to the masterpiece. Such tweaks to

take place include speeding up the pace, so that battles will move much faster, with greater variety and also improving the difficulty of the gameplay. *Magic Pockets* already has extremely good-looking graphics, as one would expect from Mark Caseman, who also designed *Kanon A*. The polishing and refining of ever more intricate backdrops and scenery additions should make this game a perfectionist's dream.

Perhaps one of the greatest attractions the game holds is that the music will feature a revised version of Betty Boop's *Down the Dr.* The 24-track master was obtained from Royalty King and

will be reconstructed by musician Richard Joseph. There will be a different mix for each of the four levels in the game, so plenty of high quality musical entertainment is in store.





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TURTLES II

They're lean, they're green, and they're back on the screen. Those awesome Turtles are set for another bash at breaking into the world of binary violence, and Steve 'Sewer Far So Good' Merrett was there to watch.

ALREADY DONE Put quite simply, the Ninja (or Hero) Turtles are big business. With licensed product ranging from figurines, wallpaper, and tanks to boxer shorts (Shredder [Shreddies, anyone?], these lean and green amphibians have had their faces plastered nearly everywhere over the last year. Unfortunately, though, their first foray into the world of computer games

resulted in the normally invincible heroes detailing the same fate as the likes of Judge Dredd and Captain America — i.e. the game was pretty uncool. At the time of release, a Turtles coin-op, featuring all the cartoon's many colorful characters, was taking off in a major way in the

country's arcades, the platform-based Amiga game just couldn't compete — although this didn't stop it becoming the biggest-selling computer game ever.

BEHIND SCENES However, with the film's sequel in development, Miramax announced a second Turtles game which, as expected, would be a conversion of the aforementioned Konami coin-op. Veteran development team, Probe, were signed for the conversion, resulting in a number of the Miramax scouts for the coding and graphics personnel. With Martin Ilysh handling the main bulk of the coding using his PC and ex-system 3-bro, Hugh Riley, who did handling the sound and graphics

respectively. In addition, the project's overall smooth-running is being overseen by Joe Baran. "Martin was chosen for the coding duties after the success of VZ," says Joe. "The Turtles coin-op is very reliant on scrolling, and the basic premise isn't that different from VZ, leaving Martin with more time to add the coin-op's many neat touches." Turtles II has been in development for seven months and has had each of its ten levels recreated by hand. Whereas coin-op manufacturers often aid a conversion's development by supplying details of its sprites and backdrops, Konami were extremely reluctant in their help, leaving Joe to play it tight enough and take shots of every item within the game and recording every effect before handing them to Hugh and Jason.

"Actually," Joe continues, "by the time Konami's assets and scots arrived, we already had the graphics pretty much completed." This threw up another prob-





The amount of battles has yet to be decided. "We tend to create in as much as we can, and take them out if it slows down," says Joe.



It took Hugh Hefey nearly six weeks of solid work to recreate the backdrops by hand.



In the final game, the backdrops will feature animations, such as flowing water in the sewers.



lent, as on seeing the size of the recreated sprites, Martin was in some doubt as to whether he would be able to use them. Luckily, it all went to plan and Hugh's sprites and maps were inserted using a specially-written home-grown map editor. "Hugh's graphics are brilliant," enthuses Joe. "He'll fill all his machine with one of the screensets and simply select the nearest colour



Amiga's ship is seen in the between-level scenes.

SOUNDING OFF

Perhaps it's sound is in the hands of Probe's long-time musician, Jereen Tait who was originally one of The Masters Of Noise team who produced a series of tapes for Probe. Using a Roland MTX, each of the game's tones and effects have been created from scratch. "It's incredible," says Joe, "he just listens to a tune and can break it down into its sub-parts - all by ear!" In all, 80K has been allocated for the game's music and effects, and each level sports an incredible 70+ sounds, including a few speech samples. Any effect that couldn't be copied, was sampled and ported over to the Amiga using Noisebreaker, and the result is an exact copy of the game's many effects.



The sprites are broken down into their component forms and placed together when a key sequence is needed. This makes processing considerably easier, and overloading the assorted limbs and weapons as to a fighting Turtle saves valuable memory.



from the Amiga's palette. Once he's selected the colours, he'll put a picture together out of them!" Even so, the job was still a long one, and it took Hugh several weeks to redraw every sprite and animation by hand.

A DIFFERENT HAND Obviously, compromises have had to be made in porting the game over to the Amiga, and the coin-op's massive number of animation frames has had to be greatly reduced. The coin-op's sprites featured seventy frames per character which Joe claims was "a bit excessive", and these have been reduced to roughly thirty. "There's no great loss in the action, though," he affirms, "and everything that was in the original coin-op - when a Turtle hits a wall or is regressed to a baby, for instance, has been included." This has been achieved by splitting Hugh's sprites into their component parts of arms and legs and the memory this saves is the key to getting it all in. In addition, the Amiga version won't have four players at once like its arcade parent, but a two-player mode has been incorporated letting the players can select any one of the amorphous quartet. Despite the few changes, though, Probe are confident that their conversion is the closest you are likely to get. "You can find out for yourselves when it is released in November, coinciding with the second film's release.



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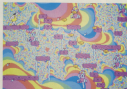
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FRANK!

Wearing his rose-coloured specs, Steve 'Those Were The Days' Merrett takes a look at a surprise update of a very, very old favourite...

No less than nine years ago, when 'retro programmes' were at their height and hundreds of game-producing companies sprang up over night (only to disappear the following week), the oddity-named Orlando M. Pichard stunned the BBC-owned world with an odd platformer after called *Frank!* Starring a cutesy character called Froggy, *Frank!* portrayed the little Mendocino's exploits as he leapt from screen to screen armed with his trusty yo-yo. The game, duplicated by Orlando from his front room, was probably the best platform game ever to grace Acorn's machine, and is still rated as a classic today. More importantly, it is now set to make its Amiga debut...

MY FAVE The possibility of a 16-bit *Frank!* had been on the cards for ages, but didn't get any further until an old friend of Pichard's, Justin Garavito, had the same idea. '*Frank!* is a game that nearly everyone remembers,' says Justin. 'The response we've had to what we've done is really positive, and when I put it on people are having fits of nostalgia.' Even more surprising is that the screens displayed here are the result of a mere ten days' worth of work. 'Although we've got the main code running,' states Justin, 'what we've got is simply the BBC level data ported over to the Amiga; the rest is waiting for Nick to start work on the new levels and the level designer.' The work is pretty much geared towards Justin, he is handling the coding duties, whilst Nick is busy drawing out these additional levels. The original version



A very early screen, with only ten days' work on it. The backgrounds will eventually use local (NR4) and custom-drawn backdrops. In all, each screen will play host to custom-drawn sprites, like more than the Amiga can usually host.



Nick Pelling, creator of *Frank!* and replicator of hundreds of BBC Micro computers and disks when the game took off, and the co-official order, desktop.



'The same *Frank!* game in one of ten days,' Nick explains. 'First of all, it means 'dinner jacket' in Italian or something. Secondly, a delicious brand of wine used round for days saying nothing but *Frank!*, *Frank!*, and it kind of stuck.' Stuff said.



Frank! has many adventures (some from other games) based on Nick's ability to measure history. However, style matters. And they all return to the original game.

was made up of three worlds, each of which were three screens wide; but for the Amiga version there will be four 'worlds', which in turn are split into five levels of four screens each. 'We quite liked what Paul Shirley did with *Spiralizer Worlds*,' Nick adds, 'and we were keen to have the original BBC *Frank!* levels, AND a whole host of intricate new screens.'

POOR FATE With work on the level designer underway, the guys are pinning for an October release. 'Funny enough,' says Nick, 'there isn't that much to do. Pelling the levels together is priority, and the Froggy sprite needs to be tested up a little. But apart from that it's fairly plain sailing.' Interest in the game has already been shown by industry stalwarts Virgin and Audiogenic, and we'll bring you a further update when something concrete is patched.

Below: Froggy's yo-yo has yet to be implemented, but, as in the BBC version, the yo-yo will be able to kill objects yet to appear on-screen.



PELLING MISTAKE...

One of the 'old school' of programmers, Orlando - or just plain old Nick Pelling as he is now known - originally wrote games for Acornsoft, including *Deluge* and *Arcturion*. On to more important matters, though, why the name 'Frank'? 'Well, I'm not called that any more. Programmers used to get a lot of 'goddamn' press, and I wanted a little anonymity. This Mike I met knew my surname began with a P, so I told him it stood for Pichard, and the rest sort of followed on.' Actually, Nick's name are an odd bunch, and during the development of BBC *Frank!* one even went as far as performing the 'Frank Walk' which involved sleeping down low and flicking his legs out occasionally whilst Nick sketched the frame by frame. 'The only problem was that he couldn't get out of the habit and walked like it for weeks,' Nick laughs.

the BLUES BROTHERS



Sweet-home Chicago it may be, but Mark 'Howlin' dog' Patterson got lost at the Crossroads and ended up with Entertainment International's very own Blues Brothers.

CULT MOVIE There was a lot speculation as to how a cult movie based on blues rock could possibly be transferred to home computers. The result is a multi-directional-scrolling platform game that features both Jake and Elwood Blues, plenty of records and fast guys, and a fair smattering of Blues Brothers hits.

The movie started with the Blues Brothers and their band playing out Jail House Rock in the Coliseum Country Penitentiary. Surprisingly, though, the game isn't tied into the film. Instead it follows the Brothers' attempt to break onto the stage following their release from prison. Unfortunately, not everyone wants to hear them play.

Before they can take the stage for their come-back show they need to col-

lect a number of items from a series of platform-based and pipe-filled screens. Level one is the department store where Jake and Elwood have to "liberate" some instruments. Hazardous traps range from manic gardeners armed with axes to old ladies tiding out of control on toilets. Hazardous spaces are used for the main characters as well as all the nasties, and the means that previous chip memory can be dedicated to the game and sound effects without being clogged up with graphic routines.

Other levels include a warehouse, a casino (with slippery tables), sewers, the city hall (the concert hall). Each level contains one object essential to completing the game. A Federal Bureau of Rock 'n' Roll Music license has to be obtained,

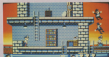
along with amplifiers and keys. Records are collected throughout the records, and collecting 100 earns an extra life. There'll also be boots which give a completely random bonus, which could be good or bad. In addition, to protect themselves, the two can pick up horns and hurt all the bad guys, but curbing those limits the characters jumping ability. The Brothers can also fly in the game by heading on to future-filled balloons, plus there's a possibility of bass costumes being included which will also allow them to defy gravity. It looks as though this might be inspired by the John Belushi's One Flew Over The Cuckoo's Nest sketch from Saturday Night Live.

The way Elwood and Jake will be incorporated is still being debated. There

OTHERS



At present, both Brothers are on the screen at all times, but a one-player mode will be added.



Jake and Elwood can withstand small hits, but others kill them instantly.



The dynamic duo are attacked by all manner of bad men, including rubber sharks! and the Police.



will definitely be a two-player mode, but the game's developers are still not sure whether or not it will be simultaneously onscreen. A machine link up could also feature, where two Amigas can be connected via an RS232C interface lead so that two people can play simultaneously.

To keep in with the film's 'bluesy' style, a number of their tunes are being included. Depending on the available memory, the tunes will either be reproduced from scratch on a sound package, or incorporate a number of samples for instruments like trumpets and saxophones which are notoriously hard to emulate. The code for *Blue Brothers*, like most games now, was entered on a PC. These fast machines speed up bug hunting and, as the program is to be dumped onto Amiga to run, you don't lose your touch should the game crash. So far the game has spent eight months in development, heading on a steady course for their October release date. Will Jake and Elwood lead the rap? Or will they be left singing the blues? Keep your eyes peeled for the upcoming *Blue Brothers Rhythm and Blues Review*.



The sprites were drawn using the computer (Paint), as were the backdrops.



BLUE MOVIE

Name: John Blues
Real Name: David Poppepops
Date of Birth: 12/24/82
Nationality: American
Career: Director
First Offense: Award winning hit through the claimed the attention pointed the gun at him, which was to claim money to pay for the band's hotel bill.



Name: Elwood Blues
Real Name: Elwood Delaney
Date of Birth: 12/14/83
Nationality: American
First Offense: Swallowing a Calumet City Police car



The Blues Brothers were the indie children of comedians Dan Aykroyd and John Belushi. Their first outing came in the original American version of Saturday Night Live, where they starred alongside other aspiring comics, including Bill Murray and Chevy Chase. They were followed up with a movie written and produced by John Landis, the man behind the National Lampoon movies and the earlier Bill Murray vehicle, *Stripes*. The movie did well enough at the box office, but since then has gone from strength to strength on video and is without a doubt the biggest hit. It featured stars like John Lee Hooker, James Brown, Aretha Franklin, Stevie Nicks, Frank Oz, Carrie Fisher and John Candy. It also spawned many classic quotes such as "We're on a mission from God" and "We're all blues in Chicago, we're got a full tank of gas, half a pack of cigarettes, it's dark and we're wearing sunglasses." "Let's hit it."

ROUND-OUT

Although the Amiga is well catered for in the best 'em up arena, beauty pugilism has been sorely forgotten. Whilst countless programming teams feverishly producing stunningly accurate and fast martial arts games, the time-honoured 'Gentleman's Sport' seems to have been PC'd very early on. So why is it that companies shy away from what is surely an extension of the good old 'beat 'em up' idea? Could it be that the many rules and punches that boxing affords wouldn't make a particularly playable game? Even so, huge amounts of memory and technically advanced dedicated chips have ensured that arcade-going boxing fans are well catered for. For example, *Punch Out* (which utilised special grip controllers, with which the player laid into his on-screen opponent) and, more recently, *Jaleco's Final Blow* (currently in the process of conversion by Storm).

Sporting massive full-screen sprites, *Final Blow* is



Using colour sprites, Storm has made use of the Amiga's entire 2D colour palette on the 118-piece high boxer and backdrops. There is a possibility that they may be able to increase the number of colours to 40, but this is dependent on time and whether it would slow the action down.

The nearest an arcade game has come to faithfully recreating the grit and energy of boxing, with a range of easily accessible moves and punches effected using the tried and tested joystick.

'From the offset we wanted to keep our version as close to the coin-op as possible, yet we also wanted to expand the gameplay as it tended to be a little limited,' says Steve Hooper, the man given the unenviable task of recreating *Final Blow* on the Amiga. 'The



There are seven styles of punches to use, but their effectiveness depends on where they hit too. For instance, certain boxes suffer from glass jaws or soft body defences, making it a lot easier if the blows are concentrated on these areas.

original machine features two opponents and isn't especially true to the sport's rules, so we felt obliged to make a few... er... additions.' So does he think that the limited gameplay aspects are the reason for the lack of computer boxing games? 'Yes, undoubtedly,' he confirms.

WIN IN THE CORNER

The original coin-op's gameplay is a relatively simple affair, with five huge fighters to defeat within the six-round bouts.

Although the massive sprites compensated for the fairly repetitive gameplay, for the conversion *Blow*, assisted by his graphics-supplying partner, Shaun McClure, sat down and worked out how to extend the game's longevity — the addition of extra boxes and a series of options skewed the logical answer. An extra five fighters were added, along with a two-player mode, a tournament and the ability to change the length of the fights and rounds. Likewise, another addition to the Amiga version is a certain strategic element to trading blows, with each fighter having specific skills and weaknesses. The coin-op relied on the player making in and tapping the opponent's strength with a volley of punches, but the Amiga version's opponents will suffer from glass jaws or will play defensively, and these weaknesses must be exploited. In addition, whereas often a player may PC'd in the coin-op the bout was over, Steve and Shaun have opted for

FINAL BLOW

In the red corner, we have the Featherweight Champ of the World, Steve 'Punch Drunk' Merrett, weighing in at an astonishing six stone three. Whilst in the blue corner we have the mean, lean, fighting machine that is Storm's *Final Blow*. A foregone conclusion?



allowing the player a second chance, albeit with substantially reduced energy, before they sleep down.

BOUNCEBACK Steve and Shaun started work on the conversion just over four months ago, and their first task was to somewhere drag the sprites over from the coin-op to the Amiga where they could be retouched. 'This was a real nightmare,' says Steve. 'When we went to access the sprites on the PC we found they had been broken down into tiny fragments, and it was up to us to put them all together into recognisable fighters. There were over 1500 individually painted screens in all! However, with the aid of a previously written map editor, Shaun was able to continue sifting through the required screens and recolour them with *CPaint* 3.5, whilst Steve laboured away on perfecting the game's scrolling. The ring scrolls horizontally during the all-important fight sequences to keep the action central. The ring spans two screens and is surrounded by parallel rows of spectators. It was scrolling that was the problem, however, less the actual ring itself. On searching through the arcade board's graphic data, Shaun found that the ring data was broken up into even smaller bits than usual and would have to be redrawn from scratch. Using film stills and tapes of boxing matches, Shaun put the ring together in a week, with all the original's lighting and crowd faithfully recreated.

Once the ring graphics had been incorporated into

Steve's routines, the real hard work began on the boxes and their animation. To make for more fluid animation and realistic moves, both the original coin-up and the conversion's sprites are broken down into their component parts of arms and legs, these are then individually moved around the screen. 'What this system does in terms of programming ease, it makes up for in memory, but there have been



Before teaming up with Steve for *Final Blow*, Shaun McGuire was the graphic artist for such illustrious titles as *Condit Double*, *Postman Pat* 3, and *Booby*. Now armed with *CPaint* 3.5, he is currently putting together the few remaining sprites from the original coin-up.

a few short cuts. 'They are only small things,' claims Shaun. 'For instance, rather than have the game lost before each bout, the same boxer's body is used with a different head and with different coloured shorts. Doing this lets us add more frames to each punch, and we've managed to squeeze in the five per punch of the coin-up whilst we're very pleased with.'

BOUNCEBACK With 200K left aside for sampled effects and music, Steve and Shaun are on schedule to complete the game for its September release. Using his trusty PC and running Realtime's *Shawn* system to convert the data to its host machine, Steve is currently smooth-

ing out the some of the game's tricky animation details, ensuring that the players don't 'bustle' across the ring and that each of the seven punches is working correctly. No mean feat when you consider that each separate part of the fighter's body has to be moved individually. In the meantime, Shaun is busy trying to find a model for the *Emmett* who walks across the ring between rounds, and is just putting the finishing touches to the ref who hovers in the background. In addition the game has to undergo rigorous play-testing to iron-out any remaining bugs or details the team aren't pleased with. As soon as these are worked out and implemented, we'll be bringing you a full review of Steve's title conversion.



Each fighter has an energy bar which is visibly affected by each punch that hits home. The bars are currently blanking with the loss of hitting energy regardless if injury is inflicted for a while, but time restrictions may squeeze this idea out.



Final Blow was Steve Hopper's first '100% project and although he says there haven't been that many major problems, he admits that keeping the game fast and well animated was a problem. Small additions, such as the gun sound and flying crowd took up far more time than he had originally envisaged.



When the sprites originally were 'boxed' from the coin-up, it was up to Shaun to redraw and group them. With over 1500 sheets of sprites and odds and ends to sift through, the task took nearly three months of the game's development time.

THE ROCKY ROAD TO SUCCESS

Being a big box office and to date a more success of this than air body boxing convert, Sylvester Stallone, Stallone, who wrote and directed the original *Rocky* film has gone as far as to refuse to take the exploits of the push-thrust *Rocky* boxing. With such risk, the conversion fighter comes up against bigger odds and apparently only to win through in the expected old manner. However, not all boxing films are so profitable. Robert De Niro's classic, *Raging Bull*, depicts a young fighter within the sport in a far better manner than the *Rocky* series, and even the *Rocky* franchise admits, *Rocky* was relatively unpopular - what actually propelled it up the charts to re-enter the ring is not life. Other stars to enter the movie world of pure fighting have been *Heavyweight* (Pat Gil), *Humping Bop* (The Hunter Tom Felle), the last movie appearance, *Real Flyer* (Basilian Jim), and *Red Newman* (Somebody Up There).

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COMPETITION

WIN WORKBENCH MANAGEMENT SYSTEM

The guys at Electronic Zoo tell us that their Workbench Management System is so good that they feel everybody should buy it (surprise surprise)! Mind you, these guys are prepared to put their money where their mouth is, 'cause they're offering ten skillful readers the opportunity to win a copy absolutely free! The first three prize winners will also be receiving a full megabyte memory expansion to enable them to use their computers even more fully.

To win this fantastically useful prize, all you have to do is answer the true or false questions below correctly and jet them on a postcard, or the back of a sealed envelope. If you're one of the first ten correct entries pulled from the hat, you'll be awarded your prize at an all-star gala performance beside your letterbox. Anyway, here are the questions:

1. A Plotrix is a type of fax machine - True/False?
2. The boss of Electronic Zoo used to be a Yak farmer - Y/N?
3. W.M.S. will cost you about the same as a decent game - T/F?
4. G.U. stands for "Gobias Like Usuals" - Y/N?

Send your entries to:

WEEK COMPETITION, CU Amiga, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU. The closing date for entries is 26th September.



WIN A ROBOSHIFT

In a virtually uniquely fit of generosity (probably brought about by all the warm weather), the chaps at Jerry have decided to offer thirty of their Roboshift mouse selector gadgets. These super pieces of hardware allow you to plug both mouse and joystick into the same port then automatically detect which is currently in use. All you have to do to win one of these handy hardware helpers, is answer those three easy questions and complete the tebreaker in no more than twelve words.

QUESTIONS

1. What was the name of the first ever Mickey Mouse cartoon?

- a. Steamboat Willie
- b. Steamboat Willie
- c. The Mouseketeer

2. Which of the following is not a mouse protocol?

- a. Nahshu
- b. Condriver
- c. Kanto

3. What is Robocop made off?

- a. Tangtan
- b. Kevlar
- c. Teflon

TEBREAKER - If I had a robot I'd want it to... (in twelve words or less)

Send your answers to: ROBOSHIFT COMPETITION, CU Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU, by 26th September 1987.

ARCADES

If the first half of the year is anything to go by, 1991 might turn out to be a vintage year for the arcade business. On the one hand, you've got PCB technology turning out classics like *Street Fighter II* from Capcom, and halfway decent licences such as *The Simpsons*. Also, on the hi-tech front, there are white-hot advances like Sega's *R360* (that'll literally turn you upside down), *Time Traveller* which uses pseudo-hole-games, and the *Virtuality* Virtual Reality system that opens up a whole new experience in gaming for the punter. Actually, that lot makes the 1990 crop of coin-ops look positively dated.

STREET FIGHTER II CAPCOM

This one is the harboured arcade favourite of this year, following on from the phenomenal success of the original *Street Fighter*. With even larger sprites and smarter graphics than its predecessor, *Street Fighter II's* gameplay is identical to that of the first – in essence the living highlights out of your opponents – but this time there is a joystick and six buttons to contend with, rather than the original's punch pads.

In all, there are eight characters for the player to control, ranging from a Green Beast to an Oriental Babe, and the range of moves changes slightly in accordance to their skills. The bad news

is that *Street Fighter II's* a real money-grabber which will take a lot of cash to become proficient at. The good news, though, is that you'll have fun practising.

SIMPSONS KONAMI

Recognise him? He's one of the characters in the Konami licensed game of the popular cartoon series, *The Simpsons*. Faithful to the original source material, although at times it bears a disturbing similarity to the *Kanami* *Turtles* game, there's enough neat touches in *The Simpsons* to make it a real treat. For one to four players, the only problem is that you can't all be Bart.

GOLFING GREATS KONAMI

If sport is your bag, and the football season doesn't start until late August, why not settle for a round of golf instead? There's a good selection of golf games to choose from, but the discerning game player will make straight for *Golfing Greats*, from Konami.

Konami have some excellent sprite manipulation technology but have been slow in coming forward with great games to exploit it. But where *Overdrive* – a middling driving game failed – *Greats* succeeds, with a real control



It's holiday time and the masses are heading for the arcades.... John Cook puts his best trigger-finger forward and picks the vids that are worthy of your pieces of silver this Summer

SUMMER



Indy Heat's James-style rollercoaster antics in the drive of the inspired 'Hot' Chase.



Once again, that 'em up' form are well catered for with Street's Vendetta, which is one of the better Double Dragon clones.



One of Street Fighter II's opponents, which range from Green Hornet lookalikes to deadly demons.



(Left) More on and offroad antics in the exclusive Indy Heat vehicle, consequently, is shortly to be covered by them.

system and great TV camera-like pans across the course when you take your shot. So you won't come off the machine with an adrenaline high, but it requires a sure head and some intense concentration.

INDY HEAT LUTLAND CORP

In the tradition of *Super Sprint*, *Indy Heat* breathes even more life into the old genre. A follow up to the brilliant *Super Offroad Racer*, *Indy Heat* offers more power-ups and longer tracks. However, beneath all these additions, the gameplay is every bit as addictive as that of *Offroad*, and, consequently, I can see this receiving a lot of play.

VENDETTA KONAMI

Another fighting game, but still it's playable. *Vendetta* may not have the large sprites of *Street Fighter II*, but with a four-player scenario, a few friends can get into it all at the same time. There are some great moves, gaming, sound effects and animations, which deliver everything you could want from something like this. You play the good guys, the Cabana, whose resident girls has been kidnapped by the baddest Dead-End Gang. All you have to do is wade through the missions, do it the end-of-level bosses and repeat the process until the end of the game.

On the other hand, Sega has just released *D.D. Crew*, which has a remarkably similar format, with marginally different graphics and maybe mildly big-

ER FUN

ARCADES

SUMMER FUN

get sprites. You pay your money and takes your choice, but my vote goes to Vendetta.

RAIL CHASE

SEGA

Sega's newest is a real technical marvel, with a whole screenful of sprites moving at once. The scam is based on a sort of Indiana Jones-style adventure, the player searching for lost gold and landing up on a mining truck, whizzing through the tunnels that make up the baddest HQ. Holly pursued by the ever-present nasties on a rollercoaster, you must avoid their many attacks.

Viewed in first-person perspective, the player is armed with a gun (standard EA issue) with which you have to shoot down the enemies that appear on the sides of the track. Rail Chase is basically Line Of Fire with a season ticket.

but it's faster, much more fun and benefits from the addition of a popular Sega wobbly seat device.

STRIKEFORCE MIDWAY

Have you ever played Delorian? This is the game that is probably the all-time best Video game ever, but the original machines are a bit thin on the ground now. Midway has produced a 1990's version, Strikeforce, full of loopy graphics, and very loud sound. The only trouble is that all these new additions have somehow spoiled the game, so I can't really recommend it.

RIBBIT

SEGA

Frogger is back! Well, sort of, but this time around, it's got brilliant graphics, slightly more varied gameplay and

obscure Japanese proverbs between levels. Oh, it's also been renamed as Ribbit. You still control your Froggie as it looks for things to eat, whilst avoiding deadly nasties. Fail to do this latter action, and you'll croak it.

TIME TRAVELLER

SEGA

Sega's new "hologram" technology has hit the streets and turned out to be a minor disappointment in some ways, although the end result is still worth several goes for the average arcade freak. The bad news, though, is that the image projected into space is not truly holographic - it's a projection of a flat screen into space, using some clever mirror technology.

But still, what you get is a real Oregon's Lair style of game, which uses images of real people performing in front of you - it's incredible to watch. Give it a go.

Sega has undergone the name-up treatment, and Ribbit's Bowling Great is easily the best.



Sega's innovative Time Traveller - years ahead of the competition.



first impressions

For those of you who prefer something a little bit more cerebral than the usual array of shoot 'em ups and coin-op conversion the future is looking very bright.



ROBIN HOOD

Millennium go riding through the game.

THE GAMEPLAY: Taking us back to the log-slapping days of Sherwood Forest's green-clad do-gooder, Millennium have squeezed the man and the myth into a massive isometric Populousesque strategy affair. Assuming the role of Robin, the player is set the unenviable task of locating and rescuing Little John and eventually usurping the evil Sheriff. All these actions, whether they be racing, firing arrows or simple planning actions, are effected using a series of icons at the side of the screen. In addition, as your strength and legend grows, you will also be able to tap the magical Hints: The Hunter's powers and blast people with fireballs and other accessories.

PLUS POINTS: Robin's scenario allows for a massive and involving game which draws from all of the character's mythology. The inclusion of Hints and his powers is a



stroke of genius, and the on-screen action, too, doesn't let the side down, as each of the tiny characters has a whole host of individual animations



to enhance the realism.

BEHIND THE SCENES:

Originally, Robin was going to be a Wild West-based Populous clone, but the lack of scenarios eventually saw the vast plains evolve into Sherwood forest and the cast of Indians and rootin' tootin' Cowboys into the Sheriff of Nottingham and Robin's Steady Men. Work is being written predominantly for the PC, with the Amiga version some three months behind it. However, Millennium are confident that it will be with us some time in October.

FIRST IMPRESSIONS:

From what we have seen, *Robin Hood* is going to be quite compelling. Graphically, the game is nothing short of brilliant, and the control system used (a very basic point 'n' click system) is a doddle to pick up, yet very comprehensive. Without is very apparent, too, with a variety of speech bubbles used to relay vital info and carry jokes. Definitely one to watch, methinks.

SON OF ZEUS



It's all Greek to Electronic. Zoo, **GAMEPLAY:** Set within the mythical era of the Greek gods, *Son Of Zeus*'s scenario tells of a tragedy that has befallen the many deities that inhabit Mount Olympus. An evil being has enslaved the gods within their mountain dwelling, and smashed the one deity that could save them into a dozen pieces. These pieces have also been scattered throughout the known kingdoms, and it is up to Zeus's mortal son, Heracles, to retrieve the pieces. This task will take the brave hero through a massive scrolling 3D play area, which plays host to all manner of Gorgons, Hydras and other mythical beings in order to retrieve the shattered relic. The play area is shown in a similar manner to that of *Cooperation*, but all the important battle sequences are shown from a side-on point of view. However, whilst this makes the game sound like a cartier RPG, Electronic Zoo have kept the puzzle element to a minimum to ease the player into the adventure.

PLUS POINTS: *Son Of Zeus*'s play

area is a well detailed and atmospheric land, made up of caves, shores, and dense forest. Within these graphically attractive plains are hidden a wide range of objects and creatures, all of which are well drawn and animated. In addition, the tasks are wide and varied - without being unnecessarily complex - and this makes a welcome change from the usual 'tricky' games of this ilk.

BEHIND THE SCENES: Asen are a new company and, with the exception of a *Lindis (Underground Simulator)*, this is their first foray into the world of Amiga gaming. Work has been underway for five months now, with the duo taking the main bulk of the game up and running, refinements are now being made in certain areas, such as tying some of the siltier noddies and smoothing off a few corners.

FIRST IMPRESSIONS: A cross between *Dungeon Master* and *Cooperation*, *Son Of Zeus* looks as if it is going to be the perfect entry to the RPG/adventure genre thanks to its pre-

ple gameplay. However, whilst every effort has been made to make the game easy to get into, the game task is large enough to sustain continual playing.



Grandin don't want to set the World on fire...

THE GAMEPLAY: A cross between *Populous* and *Sim City*, *Utopia* involves the running and expanding of a nation colony. As with most games of this ilk, the game is pretty town-ended, although the ultimate ambition is to make your colony run smoothly and eventually get the quality of life up to 100%. Using an isometric perspective, the play area can be explored via a series of directional icons and the many buildings and utilities are built and affected using another series of icons.

Among the buildings that can be built to make the standard of life desirable are factories, weapon houses, and stores, and, money permitting, a good balance should be struck. However, out to put

paid to your plans of a new life are ten unnamed alien races who attempt to destroy your buildings or spy on you.

PLUS POINTS: *Utopia*'s main advantage is its ease of use. Anyone who has been put off by the sheer size of *Sim City* or *Powermancer* will be able to get straight into *Utopia* as Grandin have made a point of giving the game a balanced learning curve. This allows the player to explore the many icons in their own time, and gradually expand on what they all do. Furthermore, the graphical style used is very appealing, with a wide range of impres-

UTOPIA

sive-looking buildings and devices.

BEHIND THE SCENES: *Utopia* has been in development for nearly five months, and the game has undergone a series of changes since its inception. Initially, the game was to have been viewed from overhead, in a *Sim City* and *Moonbase* style but this has since been changed for a nicer isometric perspective.

In addition, as with the game's cities, new features are constantly added as the game evolves.

FIRST IMPRESSIONS: Quite simply, *Utopia* is one to watch. The version of the game we have is already shaping up to be a *Sim City* beater, with deep yet easy to get into gameplay, and a task that is both fun and challenging. What's more, not all the intelligence routines were up and running when we played it, but already it is looking and involving. Grandin are hoping for a mid-September release, so start saving.



first impressions



MOONSTONE

THE GAMEPLAY: Set within a massive mythical kingdom, *Moonstone* is a sprawling tale depicting the player's attempts to find the many sections of the gemstone. With five knights to choose from, the player must select the one with the best attributes and guide them across the mountains, plains, and swamps which make up the area. Living in these areas are a series of hostile creatures out for your character's blood, and these must be defeated in combat in one of the game's many best "en-



up sections. However, not all the action is as limited. By collecting key items from the map's many villages and towns, fights can be bypassed with a spell or by recounting useful information to your prospective opponent.

PLUS POINTS: As in *Peyghro's* forthcoming *Gone*, *Moonstone* features a "Gone Meter" which allows you to determine how bloody the fight sequences can be. In addition, the actual adventure itself is massive, with plenty to do and a wide assortment of characters to interact with. And, unlike most of the genre, interacting with *Moonstone's* populace does actually make a difference.



BEHIND THE SCENES: *Moonstone* is the brainchild of Rob Anderson, whose previous claim to fame was a hard in Grey Matter's *Pendish Freddy's Big Top O'Fun*. Rob has been working on *Moonstone* for six months, and has currently got the main bulk of the gameplay and maps in a recognizable form. However, the fight sequences are still to be refined, and the interaction is currently being resolved. And, due to the mission's complexity and the need for a lengthy development period, the game will be released just after Christmas.

FIRST IMPRESSIONS:

Obviously the novel "Gone" factor is going to entice the younger kids towards the game, but there is also sufficient gameplay and a long-lasting mission to keep the more astute RPG/adventure fan going. Graphically, it is still a little rough, with some weak Knight sprites, but these are apparently going to be changed later on. On the other hand, though, some of the enemy creatures that are to be fought are very impressive and well animated.



SCREEN SCENE

Welcome to Screen Scene, the essential guide to Amiga games. Our reviews are timed to coincide with the release dates of the games themselves, so you won't find any out of date reviews here, only up to the minute information from an experienced team of joystick journalists.

SOUND Four channel sampled stereo rock or a Stock, Aitken and Watsonian drum beat? The higher the rating the higher you can the volume.

GRAPHICS Not just overall prettiness, but animation, style, design and the way the visuals fit in. Do it doesn't have to be the prettiest game in the world to score high here.

PLAYABILITY This rating tells you how easy it is to get into a game, and once you start playing whether it's addictive or uninteresting.

LASTABILITY Speaks for itself. The higher the rating the longer you'll be toading it up. Ties in closely with the playability rating.

OVERALL The most important of the lot. And here's CU's rough guide to ratings:-

0-20%	Man, this stinks.
20-30%	Please, avoid.
40-50%	Below par.
50-60%	Worth checking out if you're a fan of the game's style.
60-65%	Average average, but with a lot of room for improvement.
70-80%	Good but flawed.
80-90%	GoodStar, recommended.
90%+	Super Star - our highest accolade. Must not be missed.

AMIGA SPEC

Watch out for this addition to our reviews. The Amiga is the finest home-computer that money can buy, and it's really not that a game is pushing the boundaries of the machine can't tell you how and why. Each and every Amiga score will be tailored to the review. Some of the ratings are objective - eg number of onscreen colours, levels etc. Others, such as an assessment of the scrolling speed, are based upon the considered opinion of the CU Amiga team. All such subjective ratings are marked out of ten.

AMIGA SPEC

MEMORY REQUIRED	AMIB
SCROLL SPEED	8
COLLISION DETECTION	4
COLORS ON SCREEN	32
LEVELS	48
DIFFICULTY LEVEL	6
HOURS TO COMPLETE	87
NUMBER OF PLAYERS	2/6
GRAPHICS STYLE	SOME
FRACALS SYNTHESIZED	
SOUND + SOUND-SAMPLES	



Worthy three percent and a game's worth a reputation. We hardly think three percent - but if a game displays fairly superior qualities, it just might be in with a chance.



The CU Screen Star is the games rating 85%-90%. It's Screen Star is awarded when you can be sure that the product will have reached a top standard in gameplay, sound and graphics, and that it will have long-lasting appeal.

CLAIMS TO FAME...

Steve James: He brought up Actor like in a Scottish indie restaurant (Steve is now known as the infamous Actor Hacker), then *Shogun* (now that's a real film up, really).

Steve Marriott: Sean Connery opened the shop he worked in, and he once had a lift for his school pals by two Southampton players refuse to leave, he can't remember.

Mark Patterson: He screamed in admiration of Bill Clinton and rap, he once drank in the same pub as Les Dawson. He also bought flowers from Arthur Mullard at the club's stall.

Max Greenfield: He sat opposite Graham from Birmingham.

Andy Brewster: He once sat opposite Kenneth Cranley on a train, and he was in a Transvision Vamp video.

David Carter: A long time ago, he got drunk in a restaurant and was told to go elsewhere by Wendy James when he tried to chat her up.

Tom Green: When out with Steve Marriott, he saw Wendy Smith and was upset when she looked at Marriott rather than him.

Brenda Raitt: She's met Russell Murray, image girl, Chris Cross, and Jo Pollard.

Fiona Leung: She once stood next to Eric Clapton at a concert.



AMIGA

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THUNDER

If you're a person who thinks that yokes belong with eggs and a turbo-prop is an old-fashioned go-faster-looking stick, chances are you've never played a flight sim. Most people are put off computer flight games after taking a look at the hugely complicated controls and incomprehensible manual jargon. Thunderhawk from Derby-based Core Design attempts to break this mould with a mix of slick graphics and a simple control method.

Thunderhawk is based around a crack American helicopter team of the future who are killed out with all the latest ass-kicking hardware. Their job is to right wrongs, kick dictators where it hurts and battle for truth, justice, glory and mom's homemade apple pie.

On loading you receive an excellent animated intro with the President of the USA informing his chief advisor that the forces of evil are at work, and that it's got to be

sorted. So it comes down to you and your Thunderhawk colleagues to rid the world of mustachioed despots.



Bridges are usually a good place to pick on stranded convoys.

through a series of battles into foreign countries.

The missions are divided into six groups of ten. Each of the six campaigns have an overall objective such as rescuing a Russian double agent or attacking drug barons in Latin America. The sub-missions all contribute to the success of the campaign. In the rescue mission communication centres have to be knocked out, mine have to be executed against enemy strong-points to confuse them as to your overall objective, and a Chinook helicopter has to be escorted to the battlefield to make a clumsy pick-up, confusing the Russians even further.

Each mission starts with a briefing from your commander-in-chief, who tells you what needs to be done and why. Then it's on to the planning room where you get a run through of the mission in true home movie style, complete with flickering projector.



The moral threat to your helicopter comes from Russian built bridges (this).



All-to-air missiles are the only effective way to take out high-flying opposition.

SCREEN SCENE



Older buildings are good for target practice, and they often obscure enemy positions.

BEE GEE

The intro sequence, briefing scenes, and other non-polygon graphics were produced by artist Jason Gee. The scenes were first sketched to paper then redrawn on the Amiga using Deluxe Paint 3. Despite Jason's aversion to digitized graphics he ended up scanning in a picture of the Whitehouse to use as the first screen of the intro.



THUNDERHAWK



External views are useful for locating what's shooting at you.



If your instruments have been shot out, it's odds-on your wings have gone too. That means no more Bee Gee response.



Flying this low guarantees you hit your target, and the ground.



Aircraft often attack with cannons instead of missiles.

After sussing out the mission, it's onto the aiming screen. Teeling up with really fast weapons is simple. Select the weapon you want, then click on the pylon where you want to install it. Most of the time a mixed payload is acceptable, but some weapons, such as bombs, have to be carried in pairs as a 1,000 pound bomb strapped to just one wing doesn't do the helicopter much good.

Because Thunderhawk is set in the future, its programmers have been able to take slight liberties with the weapons. The AIM-9L Sidewinder missiles which are currently used by the USAF have been upgraded to AIM-100 and AIM-11P models, which are lighter and more powerful. Up to 180 unguided FFARs (Folding Fin Aerial Rockets) can be carried at one time or 48 Firestorm laser guided missiles. Other weapons include depth charges, fire and forget air-to-

ground missiles, 500 and 1000 pound bombs, MWW unguided missiles which split into four small warheads before hitting their targets, SMAFM radar seeking missiles, anti-railway weapons, Penguin air-to-ship missiles and a 20mm cannon. Most of the weapons are based on actual equipment used by airplanes today, although those in Thunderhawk have been redesigned to be smaller so more can be carried.

The control system is very simple. The mouse is used to fly the 'copter, select and fire its weapons, alter the engine's power and designate targets. The left button is used to fire weapons while the right one is used to select them. Holding the right button down, then moving the mouse forward or back, increases and decreases the power while pressing both buttons together changes targets. The keyboard is used



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Financial ratios, characteristics and EITs convertible to Leveraged Buyouts

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1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

	Pre-Test	Post-Test
Mean	60.78	79.14
Standard Deviation	10.15	10.15
N	10	10

100

[illegible][illegible]

1998, 1999, 2000, 2001, 2002, 2003, 2004, 2005, 2006, 2007, 2008, 2009, 2010, 2011, 2012, 2013, 2014, 2015, 2016, 2017, 2018, 2019, 2020, 2021, 2022, 2023, 2024, 2025, 2026, 2027, 2028, 2029, 2030, 2031, 2032, 2033, 2034, 2035, 2036, 2037, 2038, 2039, 2040, 2041, 2042, 2043, 2044, 2045, 2046, 2047, 2048, 2049, 2050, 2051, 2052, 2053, 2054, 2055, 2056, 2057, 2058, 2059, 2060, 2061, 2062, 2063, 2064, 2065, 2066, 2067, 2068, 2069, 2070, 2071, 2072, 2073, 2074, 2075, 2076, 2077, 2078, 2079, 2080, 2081, 2082, 2083, 2084, 2085, 2086, 2087, 2088, 2089, 2090, 2091, 2092, 2093, 2094, 2095, 2096, 2097, 2098, 2099, 2100, 2101, 2102, 2103, 2104, 2105, 2106, 2107, 2108, 2109, 2110, 2111, 2112, 2113, 2114, 2115, 2116, 2117, 2118, 2119, 2120, 2121, 2122, 2123, 2124, 2125, 2126, 2127, 2128, 2129, 2130, 2131, 2132, 2133, 2134, 2135, 2136, 2137, 2138, 2139, 2140, 2141, 2142, 2143, 2144, 2145, 2146, 2147, 2148, 2149, 2150, 2151, 2152, 2153, 2154, 2155, 2156, 2157, 2158, 2159, 2160, 2161, 2162, 2163, 2164, 2165, 2166, 2167, 2168, 2169, 2170, 2171, 2172, 2173, 2174, 2175, 2176, 2177, 2178, 2179, 2180, 2181, 2182, 2183, 2184, 2185, 2186, 2187, 2188, 2189, 2190, 2191, 2192, 2193, 2194, 2195, 2196, 2197, 2198, 2199, 2200, 2201, 2202, 2203, 2204, 2205, 2206, 2207, 2208, 2209, 2210, 2211, 2212, 2213, 2214, 2215, 2216, 2217, 2218, 2219, 2220, 2221, 2222, 2223, 2224, 2225, 2226, 2227, 2228, 2229, 2230, 2231, 2232, 2233, 2234, 2235, 2236, 2237, 2238, 2239, 2240, 2241, 2242, 2243, 2244, 2245, 2246, 2247, 2248, 2249, 2250, 2251, 2252, 2253, 2254, 2255, 2256, 2257, 2258, 2259, 2260, 2261, 2262, 2263, 2264, 2265, 2266, 2267, 2268, 2269, 2270, 2271, 2272, 2273, 2274, 2275, 2276, 2277, 2278, 2279, 2280, 2281, 2282, 2283, 2284, 2285, 2286, 2287, 2288, 2289, 2290, 2291, 2292, 2293, 2294, 2295, 2296, 2297, 2298, 2299, 2300, 2301, 2302, 2303, 2304, 2305, 2306, 2307, 2308, 2309, 2310, 2311, 2312, 2313, 2314, 2315, 2316, 2317, 2318, 2319, 2320, 2321, 2322, 2323, 2324, 2325, 2326, 2327, 2328, 2329, 2330, 2331, 2332, 2333, 2334, 2335, 2336, 2337, 2338, 2339, 2340, 2341, 2342, 2343, 2344, 2345, 2346, 2347, 2348, 2349, 2350, 2351, 2352, 2353, 2354, 2355, 2356, 2357, 2358, 2359, 2360, 2361, 2362, 2363, 2364, 2365, 2366, 2367, 2368, 2369, 2370, 2371, 2372, 2373, 2374, 2375, 2376, 2377, 2378, 2379, 2380, 2381, 2382, 2383, 2384, 2385, 2386, 2387, 2388, 2389, 2390, 2391, 2392, 2393, 2394, 2395, 2396, 2397, 2398, 2399, 2400, 2401, 2402, 2403, 2404, 2405, 2406, 2407, 2408, 2409, 2410, 2411, 2412, 2413, 2414, 2415, 2416, 2417, 2418, 2419, 2420, 2421, 2422, 2423, 2424, 2425, 2426, 2427, 2428, 2429, 2430, 2431, 2432, 2433, 2434, 2435, 2436, 2437, 2438, 2439, 2440, 2441, 2442, 2443, 2444, 2445, 2446, 2447, 2448, 2449, 2450, 2451, 2452, 2453, 2454, 2455, 2456, 2457, 2458, 2459, 2460, 2461, 2462, 2463, 2464, 2465, 2466, 2467, 2468, 2469, 2470, 2471, 2472, 2473, 2474, 2475, 2476, 2477, 2478, 2479, 2480, 2481, 2482, 2483, 2484, 2485, 2486, 2487, 2488, 2489, 2490, 2491, 2492, 2493, 2494, 2495, 2496, 2497, 2498, 2499, 2500, 2501, 2502, 2503, 2504, 2505, 2506, 2507, 2508, 2509, 2510, 2511, 2512, 2513, 2514, 2515, 2516, 2517, 2518, 2519, 2520, 2521, 2522, 2523, 2524, 2525, 2526, 2527, 2528, 2529, 2530, 2531, 2532, 2533, 2534, 2535, 2536, 2537, 2538, 2539, 2540, 2541, 2542, 2543, 2544, 2545, 2546, 2547, 2548, 2549, 2550, 2551, 2552, 2553, 2554, 2555, 2556, 2557, 2558, 2559, 2560, 2561, 2562, 2563, 2564, 2565, 2566, 2567, 2568, 2569, 2570, 2571, 2572, 2573, 2574, 2575, 2576, 2577, 2578, 2579, 2580, 2581, 2582, 2583, 2584, 2585, 2586, 2587, 2588, 2589, 2590, 2591, 2592, 2593, 2594, 2595, 2596, 2597, 2598, 2599, 2600, 2601, 2602, 2603, 2604, 2605, 2606, 2607, 2608, 2609, 2610, 2611, 2612, 2613, 2614, 2615, 2616, 2617, 2618, 2619, 2620, 2621, 2622, 2623, 2624, 2625, 2626, 2627, 2628, 2629, 2630, 2631, 2632, 2633, 2634, 2635, 2636, 2637, 2638, 2639, 2640, 2641, 2642, 2643, 2644, 2645, 2646, 2647, 2648, 2649, 2650, 2651, 2652, 2653, 2654, 2655, 2656, 2657, 2658, 2659, 2660, 2661, 2662, 2663, 2664, 2665, 2666, 2667, 2668, 2669, 2670, 2671, 2672, 2673, 2674, 2675, 2676, 2677, 2678, 2679, 26

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Existing research on climate change and school district decision-making

PLANTING IN THE LAND — BUILDING IN THE LAND — SETTING IN THE LAND

THUNDERBARK

only to launch flares, chaff and switch jammers on and off. Initially it seems a lot crammed on to the mouse, but once you can remember what's what this turns out to be one of the most simple, but effective control systems on any Amiga flight sim.

Attention to detail is incredible. As enemy jets come in slow to pick you off with their cannons and turn to fly away, their engines glow as the refuels are switched on. Drop a depth charge into the ocean and there's a splash as it hits the water and a further, larger, splash as it goes off. Enemy bullets can be seen as they streak towards you, a rare occurrence in any flight sim. Most of the extras aren't noticeable at first, but help give the game far more depth.

The enemy come in all shapes and sizes. Surface-to-air missile batteries are a constant hazard, but they show up on radar and can be circumnavigated. Occasionally guided flak guns, however, don't show up on any of your instruments. The first you know about them is when they open up with their 50mm cannons. Missiles can be jammed, or decoyed with flares or chaff, but this isn't guaranteed to stop them as the operators have visual

CODE IT BE MAGIC?

All the coding was done on a 286 PC using RealTime's SNAKE compiler. This allows graphics to be imported and the whole program to be compiled into an Amiga.

Most of the graphics and effects were produced with home grown software written by Thunderhawk's coder Mark Avery.

These allow 3D objects to be drawn, coloured and spun through a ridiculously high number of angles so that details can be checked and the overall look (as in this picture of a SCOB [scout]) is correct. Another world routine used in the design of Thunderhawk was a mapping program, which was used to place all the objects in the game world.



Even though helicopters can't feel too over, too many hits and you'll lose the game. Remember you can't open.



guidance systems for backup. Your helicopter can only sustain limited damage, and, as the hits build up, bits start going. The radar jammers are usually the first thing to go wrong, followed by the avionics and the machine gun. If the wings get blown off you lose all the weapons that were stored on them, and too many head-on impacts results in bullet holes in the canopy and knocked-out instruments.

Throughout its development, Thunderhawk has been geared towards action, and it shows. There's plenty to kill and avoid, the missions are varied and it's very easy to play. This is without a doubt the best helicopter simulation to hit Amiga, you'll be mad to miss it.

Mark Patterson

This box shows the helicopter's speed. If the little square is at the top of the box the 'copter's going forward, if it's at the bottom it's reversing.

Unloaded weapons such as PP-40s and the Cannon all fire towards the crosshairs.

Anything with a green box over it has been locked on by the 'copter's targeting computer. A green box with a line over it means that it's been acquired by your missiles.



The scanner shows all the targets that have been radar and radar tracking. Objects such as optical guns don't show up, in addition it

informs you when a unit has been locked onto you with its weapons.

The information window tells you how much damage the helicopter's sustained and how much ammunition you have left.

This box shows your current target, it's best used to gauge how close your weapons are to it.

CORE DESIGN £39.99

Brilliant futuristic heli sim - be sure to buy it

GRAPHICS	89%
SOUND	87%
LASTABILITY	94%
PLAYABILITY	94%

OVERALL 94%



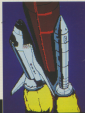
CARDINAL OF THE KREMLIN

Anyone who has read a Tom Clancy novel will be aware of the author's obsession with the Cold War. It comes as no surprise, then, to discover that the latest Clancy book to be converted into a computer game involves the two superpowers in a race against time to develop the first laser missile defense system.

Cardinal of the Kremlin is Clancy's third novel to make it onto the home computer, following in the tracks of Grandmaster's *The Hunt For Red October* and *MicroProse's Red Storm Rising*. The complex strategy simulation begins with a US spy satellite report that the Soviets are building a sophisticated laser defense system close to their border with Afghanistan.

Although the project is still in its infancy, it represents a powerful threat to the balance of power and world peace. With the approval of the US President, it's up to you to hinder or disable the Soviet project while overseeing and coordinating the United States own defense programme.

To win the game, you'll need to delay the Soviet programme long enough for US technology to catch up and deploy a fully functioning laser defense system of its own. It's not as easy



Don't go crazy and launch all your satellites in a short period of time. As the months pass, technological advances could well make existing satellites redundant. In order to develop an effective defense system, old satellites will need to be replaced.



as it sounds, however, as there are a myriad number of tasks to be completed before such a system can be put in place. An experienced development team needs to be recruited and a vast number of laboratory and

field tests carried out. As well as all this, a network of CIA agents have to be assigned to the Soviet project to leak information back to your scientists and the FBI called in to set up security at your own research

research and development labs.

Once you've received a briefing from the US President, you're on your own. The first thing to do is to recruit department heads for each of the three main areas of *Star Wars* research: Power, Software and Targeting. There are five eligible candidates for each department, so their past records have to be carefully vetted before a choice is made. Once the departments are up and running, you'll then have to call in the FBI to enforce security. This can range from very

tax to oppressive — the higher the security level the less chance of secrets being leaked or the KGB kidnapping a department head. However, if it's set too high, the scientists will become disheartened and their work rate will drop. This will also happen if you push the scientists too hard — there's only so many hours in a day and if you ask too much of them, their productivity rate will decline and the department head will suffer 'burnout' and have to be replaced.

Each department needs to conduct a number of experiments before its work is complete. After each test, the working knowledge of each

min

SCREEN SCENE



The Cardinal is a top-ranking Soviet officer who has turned traitor and heads into the West.



After a research department had had a while to develop their technology, it's time to test their efforts.

ACCOLADE £24.99

The CoM War's back and it's a bit of a hot item

GRAPHICS	85%
SOUND	62%
LASTABILITY	83%
PLAYABILITY	87%

OVERALL 86%

who is kept supplied with arms by the CIA. He can be ordered to attack the Soviet's Bright Star project, thus rendering the plant inoperable for a set time. Attack too early, and the Soviets will be able to rebuild fairly quickly; but if you wait too long, you could be too late to stop their defense system from being deployed. Unfortunately, The Anchor is only human so you can only use him once.

Cardinal of the Kremlin is a very complex and involved game. There's surely a moment with nothing to do – surely one of the tedious tests of a good strategy game. The main screen, The Strategic Control Centre, gives access to all the other sub-screens with the information presented in the form of icons, graphs and neatly presented reports. The graphics are as polished as those in Virgin's top-rated Spectrum, and the game is equally as straightforward to play. When testing a program or launching a satellite, special animation sequences show you the results.

Even better, the strategy elements of the game are broken up by interactive arcade sequences. These take the form of a car chase when attempting to rescue kidnapped department heads from KGB operatives, or a shoot 'em up attack on the Bright Star complex. The graphics here would not look out of place on a Spectrum, but help to inject a bit of fun into the proceedings.

Captures have come up with a top-notch strategy, which is both engrossing and topical. The scenario might seem a little dated, what with the dismantling of the Iron Curtain, the disbanding of the Warsaw Pact and the withdrawal of Soviet troops from Afghanistan, but the game is nonetheless a finely crafted simulation.

Dan Bilingsley



The Strategic Control Centre allows access to all the other sub-screens.



If you're lagging behind the Soviets, try snuffing 'em with a peace treaty.



catch them up, if you're ahead, then it's best to press on regardless.

Another valuable resource is The Anchor, a hardened Afghanistan freedom fighter,

department is suitably expanded. For later tests you'll need to deploy a number of satellites into orbit. It's important not to test when the Soviets are showing an interest in the project, indicated by a small bar on the screen, as they'll learn most of your technological secrets.

While testing is in progress, your CIA operatives will be in the field trying to infiltrate the Soviet project and gather information. You have a total of nine agents at your disposal, each of whom have their own personal dossier. From time to time, it will become necessary to withdraw them from active service if the KGB are showing too much interest in their activities. The more agents you assign to each of the Soviet research areas, the more into the agents will collect, and the greater the disruption to the Soviet project.

While all this subversive activity is going on, both Superpowers are busy thrashing out an arms limitation treaty. To help stall the Soviets, if they look like they're ahead in the game, it's wise to push for an arms treaty. This will delay the Soviets, giving you time to

SUPERSELLERS

Tom Clancy wrote *Cardinal of the Kremlin* in 1985. It was an immediate best-seller with advance orders for over one million copies. Although the game follows the basic plot of the book, and principal characters such as The Anchor and the Cardinal make an appearance, the outcome of the strategy is squarely in your hands.

As well as being a phenomenally rich and successful author, Clancy is also a discerning computer games fan. It's little wonder that three of his books have been turned into computer games with more to come. Indeed, Clancy's first novel, *Red Storm Rising*, took its inspiration from Microsoft's *Armageddon*. Strategy games are definitely Clancy's favourite games and, to illustrate the man's obvious good taste, he also has a two-year subscription to *CU Amiga* on the



LONGER LASTING

BLOOD MONEY

Paypala. Every month, the Amiga is subjected to wave after wave of shoot 'em ups, all of which could easily boast more technically advanced weaponry and are much better than the others... honest. That's why *Blood Money* was such a breath of fresh air. The first game to appear from DMA Design (who went on to near three strips-a-week Lemmings), *Blood Money* is a four-stage multi-directional shooter which incorporates everything associated with the genre. Safe within the confines of your helicopter, submarine, or spaceship, the player is set the task of blasting a path through the many creatures that inhabit the area. Every time a creature is killed, they relinquish a gold coin which, when collected, can be spent in one of the many shops that appear throughout the game. It doesn't sound particularly original, and it's not. But *Blood Money* is THE long-lasting shoot 'em up for the Amiga and has yet to be bettered.

OPERATION THUNDERBOLT

Issue. With the shoot 'em up firmly stuck in a rut of horizontally and vertically scrolling clones, arcade manufacturers have wheeled out its biggest gun yet three years ago with *Operation Wolf*, a decorated console with an Uzi mounted on the front of the cabinet - it literally blows the opposition away. Its conversion, however, couldn't do it justice, with far too much disk-swappping to give it the murderous flow it demanded. The sequel, *Operation Thunderbolt*, duly followed and by that time they had it cracked. The plot has barely changed, with terrorists holding the passengers of



a DC10 hostage, but the available firepower has doubled with a twin-player option and laser sights. The firepower is awesome and once you're caught in the track of a freight is compulsive destruction. *Operation Thunderbolt* translates the most pinko liberal wimp conatives into trigger-hitching psychotics. Recommendations don't come much higher.

SPEEDBALL II

Microsoft. Most sequels are simply cash-ins on the popularity of their predecessors, rarely, if ever, capturing their unknown pleasures. *Speedball II* is guilty as hell on the first count, but the last charge is dismissed. Who wouldn't welcome an update which makes the original redundant, and that's precisely what the *Wingman* follow-up does. *Speedball II*, like many of the other classics here, skilfully mixes two styles of arcade game - the fast 'em up and the sports sim - and instantly hit on a classic blend. Based on the '70s movie cult classic, *Rollerball*, it pitches two teams into a futuristic football match with a steel ball, body armour and full-scale



violence without bothering to invent a rule book. The gameplay is furious and demanding, a sort of cross between body pinball and hurling, and the sequel simply steps it all up a gear with a bigger playing area and stormtrooper tactics. Add to this the awesome sound effects and a thundering techno theme tune and you have a total-over winner.

KICK OFF

Acce. When Acce decided to take a strike at the terminal headache of football sims it found the terraces lined with gold. No one since Commodore's own *International Soccer*, which was invented around the same time as the 64, had come anywhere near doing the world's biggest sport any justice. Programmer Dino Dini's creation isn't much to look at, at first glance, but as soon as you master the creative but initially baffling control system, you realise it was created by someone who had an instinctive feel for the game. *Kick Off* combines awesome goalkeeping power and teasing ball skills with crunching, often illegal, tackles. There are glitches aplenty and the game is prone to setting up at cr-

Increasingly, arcade games are being criticised for their lack of lasting appeal. Are all the eagerly-awaited coin-op conversions next month's dust-gatherers? Not always. The Amiga has played host to some of the best arcade games. Mike Pattenden lets you know which ones give you thrills, spills – and value-for-money. . . .

BLASTS



dial moments, yet somehow this all adds to the flavour. And it's for that reason you might want to avoid the sequel, which fixes up many of the faults, adds the ability to cut the ball (but loses some of the seaminess of the original). It also cuts out the ability to stop, turn on the ball and walk it past a bombised keeper into the back of the net. Do you want the blood and thunder of the English Game or a continental rainy-party substitute, because that's what the difference amounts to.

NEW ZEALAND STORY

Genre: Cutesy conversions tend to make it over to the Amiga better than the new wave of graphically and aurally amazing shoot 'em ups. *New Zealand Story* is the perfect example. It's one of those cowering cutesy games designed by the Japanese specialise in, which for the most part are completely incomprehensible and glutinous. What saves the pathetic sight of a little yellow bird called Tiki hopping around the screen, flying and swimming underwater while trying to free its caged friends is the sort of devil-

ous gameplay national character generalisations stem from. The conversion is near faultless, but that isn't what sets *New Zealand Story* apart from so many others. It's just one of those unquenchable games.

NEBULUS

Genre: The idea of the platform game is as old as the hills, and for that reason there are hundreds of them out there, and you don't have to be told that 90 per cent of them are crap. One of the main problems with the genre is that just about everything has been done with it – vertical jumpers, horizontal hoppers, it's a completely exhausted style. That's when you come across something like *Nebulus* and you realise that there's no end to the interpretations and plants you can put on it. *Nebulus* takes the cutesy character angle and transports it to a rotating tower. A little pug-nosed beast starts at the bottom of a series of towers and has to make his way to the top jumping gaps, avoiding flying saucers, hopping on lifts before time runs out. It's so addictive, that if its properties could be synthesised whole countries would grind to a halt. Add in that beautifully coloured backdrops and smart sound effects, and you have to be very tough not to get hooked.

RAINBOW ISLANDS

Genre: This is one game that nearly didn't appear after two companies bought it out. It was this kind of rivalry that continues to deny Amiga owners the double-edged joys of Nintendo's Atari.

Fortunately Tatco's conversion didn't get away. Once again it's another angle on the cute platform game, and this time you'll be hard pushed to find a brighter one. It makes a three-year-old's colouring book look complicated in its construction, but that, of course, is the beauty of it. *Rainbow Islands* is a sort of sequel to another old favourite, *Smurfs' Island*, but it transports the idea away from water to the clouds where a young lad can fire rain-bows to use as steps to the top of each level. Naturally there's tons of bonuses to be had on the way. The attraction is not how quickly you do it in *Rainbow Islands*, but how well you do it. Style is everything.

GREAT GIANA SISTERS

Genre: Arts That you can't actually buy *Giana Sisters* in the shops doesn't stop it being a classic. That it's a total rip-off of arguably the greatest platform game ever – the infamous *Super Mario Brothers* – doesn't detract from it either, but it does explain why you can't lay your hands on this game. Once again Nintendo moved swiftly to put a stop to this game appearing on the shelves after it noticed the similarity. The German version substituted two puny girls for the famous New York Italians and gave the screen vaguely different layouts, but the gameplay is exactly the same. Brick-hauling, bonus collecting, hidden decoys, mazes, and after additively added up to a watertight case. *Rainbow Arts* were caught red-handed which is why you should do everything in your power to find a version.

ARKANOID

Genre: If we're talking classic game constructions then it's impossible not to mention the brickbatters. Based on a near archaic arcade machine called *Breakout*, Tatco's updated version sent quite a few people mad, and revived a





LONGER LASTING BLASTS

craze years after it had gone out of fashion. It also started a landslide of clones and sequels which never caught the flavor of this Canadian conversion. The idea is simply to use a paddle to knock down a wall of tiles, but as the wall breaks down, so the ball speeds up. Bonuses make your job easier as the walls become ever harder to demolish, but trying to catch them can lead to disaster. The intensity of concentration needed to complete it at one sitting is awesome, but *Arkanoid* does wonders for your hand-to-eye co-ordination.

GAUNTLET II

US Gold If arcade conversions find their way into this all-time classic list, then it's mainly because they invented a completely new genre or simply took it to the limit. Gauntlet did both. When it appeared in the arcades five years back it broke new ground as the first genuine multi-player game. Once again it was a skilful blend of styles, taking the ever popular D&D concept and throwing it in with maze exploration and tumultuous beat'em up action. As many as four players — a wizard, a warrior, his female counterpart and a goblin — could take part in a level by level search for bonuses, and most importantly an escape route from the constantly generated ghouls that attacked you. Part of the fun was the whole buddy part it engendered — you watch my back, I'll watch yours. US Gold's conversion of the sequel captured the style, action and, crucially, the sound to first efforts had missed.

PACMANIA

Banquets Quite who has the rights to the old classic isn't clear any longer. You can go as long way back, probably as far back as the Dark Ages and find people playing this one because it has that beautiful simplicity about it that makes it timeless. It can't possibly stretch the Amiga's capability (the graph-



ics were simply downloaded) and it has as much depth as a page three model, but once you take control of that little yellow smiley and leg it round the screen it no longer seems to matter. *Pacmania* may look dated, but that doesn't undermine its appeal.

BARBARIAN

Palace If you come home in a barely restrained bloodlust and you're not the kind of person to take it out on the dog, then *Barbarian* is the answer. Questions were asked about its suitability when it was released, and it has to be admitted that few more violent and graphic beat'em ups have ever been created. It's simple sword combat is spiced together with a gruesome beheading sequence that as well done, you can't wait to find another victim and remove his head as well. *Barbarian* triumphs over *Beast* here every time, but *Palace*'s sequel *Barbarian II*, followed the lead set by *The Last Ninja* and gave the game an arcade/adventure slant that takes it into another

dimension. Which one you prefer is simply a matter of your barbarians.



SCREEN SCENE

The game of chess actually dates back to the seventh century. Starting in India (and originally called Chaturanga) it spread through the Far East and into Europe to become the challenging, one-on-one wargame which we know today. On its way through China, however, chess took on a different shape and style to that of its more Westernised counterpart, reflecting the more pictorial culture of that part of the world. *Battle Chess II* is a simulation of this version.



Played on a 9 x 10 square board with the centre periled by a river, the aim of the game is

the same as the more universal form of chess — to beat your opponent by placing his King in a checkmate position. Each player has a King, two Rooks, two Cannons, two Knights, two Ministers and five Pawns with which to do the job and, in much the same vein as International Chess, each piece has a list of the direction and amount of squares which it can move. The game ends when either player takes the opposing King or places him in a stalemate situation, where the player has no legal moves available.

Chess has always been a relaxing computer pastime. *Battle Chess* was one of the first to appear on the Amiga, and was critically acclaimed for its unusual graphical slant and, more importantly, its ability to

play a damn good game of chess. *Battle Chess II* — Chinese Chess is, basically, more of the same but with an unusual board and different pieces. There are the usual difficulty levels and the like, and once you're into the program the computer plays a creditable game of what is, after all, a rather unusual pastime. The humorous graphics which made the original stand out from the crowd are here in all their Oriental glory, complete with lots of fine animation and hilarious touches, such as various pieces scratching their noses if too much time is taken to make a move. Obviously, chess of any sort isn't everybody's cup of tea, and most gamers would much rather blast away at something rather than sit and sweat over that last dodgy move. But if you

fancy something just a little different, which is good to look at and, more importantly, taxing on the little grey cells, there are far worse games available than *Battle Chess II*.

Paul Flood

ELECTRONIC ARTS £39.99

A taxing sequel to the
highly original...

GRAPHICS	80%
SOUND	75%
LASTABILITY	90%
PLAYABILITY	90%

OVERALL 87%

BATTLE CHESS II CHINESE CHESS



The fight is most definitely on as that pawnie battles it out.



If you want a faster game, play a special 60% version.



THE PLAYERS

PAWN — Can move a single square forward at a time until crossing the river, after which left and right movement is also allowed.

ROOK — Can travel in horizontal direction, any amount of squares.

CANNON — Moveable as far as is desired either horizontally or vertically. Must first jump over one piece before capturing another.

KNIGHT — Can move one square left, right, upward or backward, followed by one square diagonally left or right. Can only move if its way is unobstructed.

MINISTER — Moveable two squares diagonally. Cannot cross the river.

CONTROLLER — Can move one point in any diagonal direction within the Imperial Palace.

SWAP

French development house, Microdis, are probably the last people you'd expect to come up with the year's most tenaciously addictive puzzle. The Gally team can usually be found designing computer car simulations for the gigantic Renault car company rather than programming one of the most infuriating brainbusters of recent times.

The basic gameplay is incredibly simple. A board, consisting of a number of tiles of varying shapes, sizes and colours, has to be cleared by swapping the tiles around. When two or more tiles of the same colour come into contact with each other, they disappear and the player moves on to perform similar moves until the entire board is cleared. That's the theory, but in practice it's a lot harder than it sounds.

The game is essentially split into two halves: a training mode and a multi-level competition. The training mode allows

you to become familiar with the game's many options and experiment by designing your own levels. The various options include the size, shape and colour of each piece as well as a time limit for each level (if you're feeling particularly masochistic). Best of all is the avalanche option which will send tiles which have become isolated cascading down the screen until they bump into another one. Hopefully, some will match and thus disappear, and the process will continue until no other matching pairs are left. Another useful 'cheat' is a cache of supplementary tiles which can be picked up and repositioned next to shapes which have become isolated or are proving difficult to shift. You can select both the avalanche and supplementary tile options to come into play at the start of a game or when you've accumulated enough points.

Once you've become familiar with the game's many quirks, it's into the game



proper in which the computer devises level after level of devilishly clever screens for you to clear. Each one gets progressively harder, with the player aiming to score a set number of points and stars or wipe out all the shapes. All the options available in the training mode are present at different times and in different combinations. One minute you could be facing a screen full of tiny multi-coloured squares with an avalanche option but no supplementary tiles, and in the next level come across a screen packed with three colours of triangles and a time limit to beat. Incidentally, for some mathematical reason I probably can't even start to understand, the last combination is the hardest of the lot to clear!

Swap is a better of a game, smartly presented, with functional graphics and

SLIDERS



Right Trapped in a deep gully, all is not lost. Try jumping on the transporter to gain some extra height to escape.



Taking a leaf out of William Gibson's Cyberpunk books, Palace have come up with what they call a cybersports ball-game of the near-future.

Despite the technicized scenario, the game itself is really rather good with a host of options to allow you to customise the game to your own tastes. Designed by Microdis, whose only previous games have been the above-mentioned Swap and Grand Prix 500,

the action takes place on one of twelve available 3-D pitches, each with a series of gullies, valleys, hills and one-way tracks to negotiate. Play is either two-player or against the computer, with each player taking control of a special metallic ball which has to be moved across the pitch in an attempt to scoop up a small electromagnetic puck and blast

it into your opponent's goal.

The game can be played using a joystick, mouse or the keyboard with a choice of up/down or diagonal scrolling. If you challenge the computer you can select a full-overview screen or a split-screen, the latter showing the position of both yourself and your opponent. Two-player games are automatically split-screen affairs.

Before play commences, a further option screen allows you to select the length of each game, scroll-orientation, strength of fire, strength of attraction between puck and ball, maximum speed of ball, and the maximum time you can hold the puck. These options can be made to apply to both players or just your own — effectively giving you a chance to motivate your opponent before play has even begun!

Once you've ploughed through the myriad game options, it's time for the match proper to begin. A graphic representation of each pitch gives an idea of the layout of the playfield, where the goals are and the position of the puck, and then a

SCREEN SCENE



some excellent samples of crashing plates. Every time a number of shapes disappear, one of several trackside breaking sounds erupts from the Amiga, which is highly amusing if you take all the lengths that the programmers must have gone to get such samples.



For left-handed! The crashing shapes fall to Earth.
Left: Design you can level with this handy trainer option.

Unfortunately, the game is a bit too easy at first. If you complete a level quickly, you're allowed to skip subsequent stages. I raced through to level 56 within tediously minutes of picking it up, but after that things did get progressively harder and thus more rewarding.

With a staggering 566 levels, *Sliders* should come with a public health warning attached to it...

Don Singsby

PALACE £25.99

Absorbing and addictive puzzle - unplayable!

GRAPHICS	70%
SOUND	75%
LASTABILITY	80%
PLAYABILITY	89%

OVERALL 83%



Above: The option screen contains a wealth of information and lets you customise the game to meet your own personal requirements. It's possible to alter the performance of both your car (left), your opponent's sphere and the game's electromagnetic pulse.

special walk-through demo takes you on a close-up guide around the pitch. Each pitch is graded according to difficulty so that, by the time you've reached pitch twelve, you'll have encountered anti-gravity zones, brake zones, trampolines, ice, enemy cars, speed lanes and speed bumps amongst many others.

Set at the wrong level, *Sliders* could prove too fast for even the most experienced

arcade fanatic. However, after a bit of fine tuning, it's possible to master the controls and start to pull off some amazing plays. The graphics are functional, giving a sense of depth and proportion to the 3D layout and the sound is just sufficient to create an electric atmosphere with metal-bashing noises in abundance. Although fairly muted, the number of pitches is a bit disappointing, but apart from that one complaint this is a fun and very fast ball-game.

PALACE £25.99

A fast, frantic and fun arcade ball-game.

GRAPHICS	75%
SOUND	60%
LASTABILITY	79%
PLAYABILITY	80%

OVERALL 79%

Don Singsby



KING'S QUEST

When they come to write the annals of computer adventures, one series that will feature high up the list are the King's Quest games from Sierra. Roberta Williams, the co-founder of Sierra-On-Line, designs the series, and now the latest installment has been released for the Amiga.

The game first saw light on the PC, and it shows. There are a grand total of eight

disks, which is a gift for PC owners with hard drives, but the vast majority of Amiga owners are going to have to suffer multiple disk swaps—even with two drives. As with all Sierra games, this is for Macintosh only, even if you're one of those lucky people with a hard drive.

King's Quest V continues the story in the kingdom of Davenry. King Graham's entire family has disap-

peared, so Graham embarks on a Quest (of course) to save them and he may start in the desert, which causes him his first problem. He is only able to travel a few months before dying of thirst (which results in some prior attempts at humor from the programmers).

The new 'point and click' interface, used in adventures such as *Myst* and *Operation Softcell*, comes in

very handy for exploring each screen. Previous Sierra games relied on rather tedious typing to input commands, and this is a vast improvement. A joystick or mouse can be used, and even the keyboard can control Graham's movement. Typing can still be used, and in fact this is often the easiest way to get the command recognised by the program. The guides themselves



ON THE HORIZON

Sierra claim to be able to turn a PC game into an Amiga version within three weeks, which is certainly a vast improvement over the turnaround of most companies. Although Amiga owners will still have to make do with an obscene number of disks, it does mean that games such as *Quest* (just Larry K. Conquest of the Longbow and *Space Quest* should appear soon. As usual, Sierra's commitment to customer support means that Amiga users happily won't be treated like second-class citizens, as they are by many OS companies.



Graham soon discovers that the evil Mordak is behind the robberies, and travels to the entrance of his lair - probably to guard those he covet.



Alarms: This generator is used by Mordak to watch Graham's family. Right: The Kharles' island - another section of this truly enormous adventure!



are quite original, but anyone who's played the more recent KC adventures will have an inkling of the thought processes behind Roberta Williams' games, thus making them fairly easy to solve. In fact many of the problems are somewhat too simplistic, and have been balanced by the presence of puzzles so obnoxious that only the most lateral of thinking minds

are quite original, but anyone who's played the more recent KC adventures will have an inkling of the thought processes behind Roberta Williams' games, thus making them fairly easy to solve. In fact many of the problems are somewhat too simplistic, and have been balanced by the presence of puzzles so obnoxious that only the most lateral of thinking minds

a chance of beating them! Luckily, the sheer size of the game (and it is HUGE!) means that nobody is in great danger of finishing it quickly. The graphics are a wonder to behold. Using 32 colours from the Amiga's palette may not seem like much, but the artistry that's patiently gone into the backgrounds turn this into a visual delight. The animation is of a high quality as

well, although for obvious reasons the majority of effort has gone into the main sprite. Little 'talk' and you'll miss their touches are everywhere, spreading the attentive player with whimsical sights. As with previous games in the series, it's worth saving the game then doing something silly - just to get a glimpse of the result!

The audio side of the



Wandering through the Enchanted Forest, Graham and his trusty Oat face problems with pliers.



The start of the Quest - Castle Dorwinia. Poor Graham's is late upon about his entire family also appearing, which is hardly surprising!

adventure hasn't been neglected either. Having been ported over from the Roland PC version the music is enjoyable, but keep a hand near the volume control. In-game music is tied to events such as playing an instrument or entering a tavern. A stereo monitor or TV helps to get the best out of the sound effects.

Sierra's greatest asset is the quality and effort put into their games, and this is the perfect example. The slight drawbacks, however, include a tendency to make their games slightly too cute, in an effort to interest their younger customers. These criticisms hold true for *King's Quest K*, but don't let that put you off. With games of this outstanding quality appearing on the Amiga it helps to raise standards in general. It's user-friendly (except for the disk-swapping, glorious to look at, and pitched just about right between neophytes and more experienced adventure players).

King's Quest V has a lot to offer, and anyone thinking of trying adventure games should make this their first purchase. It's witty even if the plots are great-including some of the time, but the challenge maintains its serious nature. Sierra have produced another winner, and the games-playing public benefit more than anyone.

Matt Regan

MOUSE ACTIVITY

The interface used in this game brings the *King's Quest* series up to date, and more acceptable to Amiga owners. The top of the screen contains an icon bar with icons for Walking, Travelling (walking over obstacles avoiding obstacles), Looking, Action, etc. When an icon is selected the cursor

changes into that icon, making it easy to perform the desired action on the screen. Let's say you want to get a magic bean from your character's pocket and plant it in the ground. First select the inventory icon, select the bean then go to the Action icon and click on the part of the ground you want. This is obviously much less fussy than manipulating the cursor until you stumble across the correct verb.

SIERRA-ON-LINE C40.05

Sierra have come up with the goods yet again!

GRAPHICS	88%
SOUND	78%
LASTABILITY	90%
PLAYABILITY	85%

OVERALL 89%



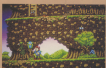
ELF

New development companies are fairly commonplace, but it is very rarely that their wares are up to the standard of *deltarune* by Newgrounds, Nivaria Systems, *deltarune*, *Pigman* and *Adventure* puzzles with some of the prettiest graphics this side of *Reboot*. In addition, capturing the top-notch presentation are a plethora of brain-squeezing puzzles, boasting off one of the best games in this crowded genre.

In fact, the only down-point of the whole game is the rather staid scenario. All is not well in the magic woods. Although the sun shines brightly and the tiny little animals of the forest are hopping around merrily, a sense of foreboding pervades the heart of *Corvus* the Elf. And, indeed, calamity is just around the corner. *Clara*, the light of *Corvus*'s heart, has been captured by *Neon*. The "Not Very Nice". Surely one of the underestimates of the plot, considering that the



Dragons that breathe fire are just one of the hazards that await you. They can't be killed, so treat them with respect (or just avoid them!)



The graphics in *deltarune* are a real treat. Eyes in the walls follow you every move. This pretty pretty has been added these simply being decorative.



Watch out for the flying bees - they're hard to your kill.



Get out! A battle similar to *Over* and *Castle*. Please mind, what you have to do you must do for the...
Copyright: *deltarune* Newgrounds

SCREEN SCENE

mad schemer is planning on giving Eliza a bath in a boiling vat. "Frying tonight" as Kenneth Williams said during a similar situation in *Carry on Screaming*.

OP must be the nearest thing to an environmentally-friendly game. Selective killing is an important feature, which means the player must be selective in their destruction. A cuteness rating keeps score of the number of tame characters shot, and there's much hissing and howling if you kill one creature such as butterflies. However, being popular is not the only drawback. Although it is still possible to complete the game, if you've shot too many defenceless animals, you may not be privileged to see the full and sequenced. So the moral of this tale is don't be a masochist, and be kind to cuddly animals.

There are eight levels, at forest, ruins, and swamps to wade through before reaching the Castle of Nodolov, where Eliza is being held. It is at this grim fortress that you must locate and destroy the with-

ing mechanisms used to lower innocent victims to their deaths. On your journey, you will find many useful objects scattered about the landscape. Collecting herbs and gems will allow you to purchase pieces of equipment from the shops that are scattered throughout the game. Valuable commodities include power-ups, three-way fire, a magic force field and a flying machine. It's also possible to buy more hints. These include such gems as "Never eat peaches if you want to keep needs" and other such variations.

A rather nice twist to the fairly traditional gameplay comes at the end of each stage. Outwitting the end-of-level guardians involves serious brainstorming, rather than a fancy trigger finger. And the necessary puzzles are enjoyable and funny, containing more than an element of toilet humour! Defeating these guardians at the end of the levels awards Comets with a green crystal, which will prove essential for gaining access to Nodolov's chamber.

Similarly, a bonus is awarded at the end of each level, and is calculated by the number of bonus objects collected. Bonus objects are the small tokens dropped when monsters are shot. Hearts can be collected - not in the romantic sense - but for an increased health rating. Sharp shooters will prosper in this game, too, with an extra life awarded every 100,000 points.

A Koth-like element of this game occurs when encountering objects which may serve an important later on in the game. An interactive panel will give options such as 'give', 'bribe' and 'identify'. It is also possible to talk to the characters you meet, but the conversations are short, one-word affairs.

The graphics and design of the game are extremely good, with an impressive range of scenarios and monsters. Every level is an adventure in itself, with exciting and busy shoot 'em up action. For example, the second level involves a trip to underground tunnels and deadly duels with

murderers and rats. Level three is a swampy jungle with many aquatic creatures out for your blood. The colours and background graphics are full of intricate details, which are enhanced by dragons who rear their ugly heads, breathing life-changing fire.

OP is an extremely enjoyable game with many riddles and conundrums to sort through. It has an often charm all of its own. For people who think that small is beautiful, OP will live happily ever after in the fairy kingdom.

Fiona Keating

OCEAN £24.99

Platform romp with more than a few surprises... **9**

GRAPHICS	94%
SOUND	80%
LASTABILITY	82%
PLAYABILITY	84%

OVERALL 83%

HEAVEN ELVES US

The origins of Elves is thought to come from Germanic mythology. Usually diminutive in size and of male form, Elves are often of a mischievous temperament. They have often been attributed with causing diseases and evil dreams and are perhaps best known for stealing children and substituting changelings (weak Elf or fairy children). Prehistoric implements called Elf tools or Elf arrows were believed to be weapons with which the little impish injured cattle or young folk!



Each screen contains a group of sprites who sap your energy on contact. Although the energy tanks can drain this, prevention is better than cure and Eternity can protect this, with a variety of weapons. And all the other actions are out to get you from them, though, and some other useful abilities.

MILD GREEN FAIRIES

In folklore, Fairies are supernatural beings who magically meddle in human affairs. Fairies are characteristically beautiful or handsome. It is thought that Fairies and people may become lovers, although some female fairies are deadly to their human spouses. So watch out! There are many theories concerning Fairies. One is that they are the spirits of the dead. A more widespread tradition is that the Fairies are Fallen Angels. They were forbidden from doing this and therefore remain in the woods and forests, either helping or hindering anyone who

A walk in the woods is a perilous journey. Be careful of malicious insects and the traps that surround you. One false step and you haven't got a hope in shot of surviving.

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PAINT 4 DEMONSTRATION

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MOONBASE

Ever since 1969, when Neil Armstrong took that small step for man, one giant leap for mankind by planting his sole 12 spacelocks all over the lunar landscape, the building of a lunar colony has been the inevitable goal of a generation of NASA eggheads. Unfortunately, things are running a tad behind schedule, with little chance of even the most elementary moonbase making an appearance this side of the 21st Century.

In the meantime, US coffee, blindages, have picked up the challenge of lunar exploration and come up with a complete simulation involving the construction and management of a lunar colony. Moonbase has been developed in conjunction with Western Industries and RLT Advanced Systems Group, the latter having worked closely

with NASA in the planning and logistics of the USA's prototype lunar base. With such expertise behind the game's development, there's no denying Moonbase's credentials or authenticity and, indeed, the hefty manual which comes with the game only serves to reinforce the research that's gone into its development.

The mouse-driven simulation starts with a barren moonscape (randomly generated each time a new game begins) on which a lunar colony has to be constructed. The main area of the screen is given over to a map of the inevitable vicinity with a special 'Zoom Out' option for a bird's eye view of the entire area.

The game looks and plays like Marx's Sim City, with a bank of icons representing the various buildings, vehicles



A good way to raise extra cash is to conduct a series of scientific experiments for NASA.

and other equipment which you can buy and place on the moon's surface. Most of the units snap together like Lego blocks once they've been positioned on screen, but not all can be brought straight away as funds are severely limited at first.

Most units need connecting up to an energy supply, so a photovoltaic array or fusion reactor is an essential first purchase. So, too, are thermal radiators. Unlike Earth, the Moon has no atmosphere and generated heat cannot be carried away by convection. A battery of radiators are needed to syphon off excess heat and keep temperatures stable. If either fail to work, become disconnected or are insufficient to meet demand, then the moonbase will be



MOONBASE

crippled, production halted and, eventually, tech-up time members will pack their bags and head back to Earth.

Initial funding for the project comes from NASA and, depending on the colony's scientific worth, this will slowly decrease over a ten-year period until it finally dries up altogether. This obviously dictates the speed at which the colony develops — initial emphasis will concentrate on small-scale development with money-making mining interests taking precedence over recreational or scientific considerations. Once a strong cash-flow has been developed by mining minerals such as helium and oxygen, the infrastructure of the base can be expanded with working and living conditions suitably expanded.



News of a late on-moonlander returner comes back at the wrong time. Now you'll have to decommission the plants that you've just tested out too.



Moonbase contains a strong trading element. To become self-supporting, you'll need to fully exploit the Moon's natural resources, refine them and sell them on the open market. The game lets you trade in any of five commodities, ranging from water, helium and oxygen to electronic components and manufactured goods. However, a careful eye has to be kept on the financial markets because if you sell at the wrong time you could lose a fortune. To help, the sim provides a five year history of trading conditions and, once a communications beacon has been set up, the current prices of each commodity will be shown on a ticker-tape display at the top of the screen. It's not just conditions of the Moon which determine the price. A depression or war on Earth will also affect the price you can get for your raw materials or finished products.

Nature and mystery can be mined

SPACE CRAZY

- ❑ More than 600 million people watched the moonlanding on TV, the largest collective audience ever to see an historic event (but Chaz and Ili taking the capital over, that's 1).
- ❑ Although the Russian Apollo 11 mission was just one week long, the remaining spacecraft remained down in the Pacific Ocean only "10 seconds behind schedule."
- ❑ Neil Armstrong and Buzz Aldrin became instant heroes after their successful moon landing, but who remembers Charles Conrad and Alan Bean? The pair were involved in the second moon landing in November 1969, but the mission was blocked out when television transmissions failed to work and no fans gave largely unremembered.
- ❑ The moon is probably moving away from the Earth at the rate of 5.1 inch every year. In about 7 billion years we won't be able to see it with the naked eye. Just thought you'd like to know.
- ❑ Because of the tidal effect the moon exerts on the Earth, our day becomes a second longer every 62,000 years. 400 million years ago the day was only 23 hours and 12 minutes long.
- ❑ The gravitational pull of the moon affects the tides surrounding the Earth in the same way as it affects earthly tides. Coincidentally (or maybe not), scientific facts have proved that when there's a full moon, people's behavior becomes more erratic and unpredictable, hence the term 'lunacy'.



Setting up a hotel near an ice-mining station can help generate much needed income.



If you don't provide the workers with good housing or adequate food, they'll go on strike.

straight away, whereas electronics and manufacturing installations cost megabucks and are best left until your bank balance is in a healthy state of affairs. Water, in the form of ice deposits, is almost impossible to find, let alone mine.

A number of random disasters can befall the colony such as a lunar landser crashing into the base, aphids destroying crops, or a nuclear meltdown wiping out all personnel and leaving the land uninhabitable. Good management can also lead to costly strikes over working and living conditions, world markets may crash, and failure to meet strict supply needs could leave the base crippled.

Moonbase is a very complex simulation which requires the player to take account of a whole host of information and statistics in the planning of the colony. Sadly, the game is something of a flawed masterpiece and can be frustrating to play. As the manual freely admits, not every randomly generated scenario will contain water deposits. This wouldn't normally be a problem until you realise the soaring cost of importing water and the clipping effects this has on your yearly budget. I defy anyone to balance the books when nine-tenths of costs go in providing the moonbase with liquid refreshment.

Another niggle is the constant interruption in play due to the program constantly updating itself. As the base grows

as the calculations the simulation makes grow ever more complex and the need to update itself grows ever more frequent. After a few years, the gameplay is interrupted almost every few seconds which is a constant annoyance. The lack of any preset scenarios is a bit. San City is also an unfortunate omission. Surely the game lays itself open to all manner of scenarios ranging from two competing superpowers in a race to develop the Moon's declining resources to NASA having to redevelop a bankrupt colony.

Moonbase is an enjoyable simulation that'll certainly last the rest of time, but there's just a nagging feeling that a little bit more could have been done with it. Hopefully, the data discs shouldn't be too far behind...

Don Kingsley

MINISCAPE £38.78

Competent, it slightly stinks, moonbase sim. 9

GRAPHICS	75%
SOUND	50%
LASTABILITY	88%
PLAYABILITY	78%

OVERALL 78%

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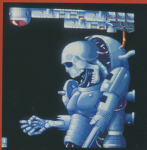
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Waiting the player at the end of each stage is a massive guardian, and these grow both in number and deadly bullets and energy balls of the unsupporting player.



The extra weaponry is collected by shooting the blue pods which rise the play area. As they crack open, they reveal a smaller gun which, when collected, add the third of their own fire and sub-mounted guns to the player's ship.



The crystal stage features an array of colorful crystalline structures, each as unique as a statue, and ground-based installations which outpace when at the player's ship.

ARMALYTE



Cyberdyne Systems's C&A blaster was probably the most accomplished game ever to grace the little beige outcast's screen. Featuring six stages of hectic action, full against some simply stunning non-rotated backdrops, the C&A Armalyte won itself a legion of fans, and rightfully so. Unfortunately, though, the same classic status cannot be bestowed upon this Armegoth enhancement.

The story behind the game's development has more twists and turns than an episode of *Falcon Crest*, with the game originally in the hands of Steve

Horlock and Ian Harley who consequently left the project mid-development. The job was then turned out to the Developers who were given a free reign as to what to put in the game. The resulting effort is a two-stage blast, which also claims the two-rotated landscape by its C&A ship-father and opts for a series of organic and stone levels. In addition, the two-player mode of the first game is another casualty, so now it's just you against the wily series of would-be space fist.

Armalyte is typical horizontally-scrolling fare, with the

player guiding their futuristic ship through winding and deadly mazes. Comprising most of these stages are the aforementioned alien invasions, and these must be destroyed using your ship's array of weapons which include an A-Type-style beam weapon. To boost these pathetic armaments, though, a series of blue cubes line the route and, when shot, they reveal a tiny eye. This enables the ship with rear and side-mounted shots but is lost should the ship come a cropper and lose one of its three lives. When a level has been completed, standing between you

and the next stage is a massive "Boss" creature, designed to blend in with the level's graphical theme. This, once again, is how to take it out before it kills you of your supply of lives. Now, while all this doesn't sound particularly inspiring, it is the graphical

bonus that sets Armalyte apart from the rest. The backdrops feature odd-dropping spirals and huge gaseous oceans that burst out from nowhere. These obstacles aren't just there for show; they're essential if any progress is to be made. However, these graphical enhancements fail to add a certain spark to the game's look and tested gameplay and, with the loss of 2-Player leading the way in the horizontally-scrolling arena, Armalyte comes across as a second division blaster.

Steve Morrett

IT'S A BLAST

Newfield-owned Thalman have been at the forefront of shoot 'em up design since the company was founded in 1986. Asakura was their first release, and was written by executive Shiro Furukawa. The game, a horizontal blaster, was subsequently released in September, and Paradise then followed it up with Delta, a fast-paced blaster which drew its inspiration from A-Type, Nemesis, and countless others. Unfortunately, Shiro Furukawa was then drafted to join the Finnish army for two years' compulsory service. In the meantime, Thalman had signed another spawning team, Cyberdyne Systems, to produce Armalyte. However, Furukawa is now back on the scene with Blazuko, another fast-paced blaster which he is currently developing.



THALMAN C25.99

A solid but unremarkable shoot 'em up. . .

GRAPHICS	75%
SOUND	67%
LASTABILITY	71%
PLAYABILITY	74%

OVERALL 70%

Abstract

© 2000 Blackwell Science Ltd *Journal of Internal Medicine* 247: 115–122

2000-2001		2001-2002		2002-2003		2003-2004		2004-2005		2005-2006		2006-2007		2007-2008		2008-2009		2009-2010		2010-2011		2011-2012		2012-2013		2013-2014		2014-2015		2015-2016		2016-2017		2017-2018		2018-2019		2019-2020		2020-2021		2021-2022		2022-2023		2023-2024		2024-2025		2025-2026		2026-2027		2027-2028		2028-2029		2029-2030		2030-2031		2031-2032		2032-2033		2033-2034		2034-2035		2035-2036		2036-2037		2037-2038		2038-2039		2039-2040		2040-2041		2041-2042		2042-2043		2043-2044		2044-2045		2045-2046		2046-2047		2047-2048		2048-2049		2049-2050		2050-2051		2051-2052		2052-2053		2053-2054		2054-2055		2055-2056		2056-2057		2057-2058		2058-2059		2059-2060		2060-2061		2061-2062		2062-2063		2063-2064		2064-2065		2065-2066		2066-2067		2067-2068		2068-2069		2069-2070		2070-2071		2071-2072		2072-2073		2073-2074		2074-2075		2075-2076		2076-2077		2077-2078		2078-2079		2079-2080		2080-2081		2081-2082		2082-2083		2083-2084		2084-2085		2085-2086		2086-2087		2087-2088		2088-2089		2089-2090		2090-2091		2091-2092		2092-2093		2093-2094		2094-2095		2095-2096		2096-2097		2097-2098		2098-2099		2099-2100		2100-2101		2101-2102		2102-2103		2103-2104		2104-2105		2105-2106		2106-2107		2107-2108		2108-2109		2109-2110		2110-2111		2111-2112		2112-2113		2113-2114		2114-2115		2115-2116		2116-2117		2117-2118		2118-2119		2119-2120		2120-2121		2121-2122		2122-2123		2123-2124		2124-2125		2125-2126		2126-2127		2127-2128		2128-2129		2129-2130		2130-2131		2131-2132		2132-2133		2133-2134		2134-2135		2135-2136		2136-2137		2137-2138		2138-2139		2139-2140		2140-2141		2141-2142		2142-2143		2143-2144		2144-2145		2145-2146		2146-2147		2147-2148		2148-2149		2149-2150		2150-2151		2151-2152		2152-2153		2153-2154		2154-2155		2155-2156		2156-2157		2157-2158		2158-2159		2159-2160		2160-2161		2161-2162		2162-2163		2163-2164		2164-2165		2165-2166		2166-2167		2167-2168		2168-2169		2169-2170		2170-2171		2171-2172		2172-2173		2173-2174		2174-2175		2175-2176		2176-2177		2177-2178		2178-2179		2179-2180		2180-2181		2181-2182		2182-2183		2183-2184		2184-2185		2185-2186		2186-2187		2187-2188		2188-2189		2189-2190		2190-2191		2191-2192		2192-2193		2193-2194		2194-2195		2195-2196		2196-2197		2197-2198		2198-2199		2199-2200		2200-2201		2201-2202		2202-2203		2203-2204		2204-2205		2205-2206		2206-2207		2207-2208		2208-2209		2209-2210		2210-2211		2211-2212		2212-2213		2213-2214		2214-2215		2215-2216		2216-2217		2217-2218		2218-2219		2219-2220		2220-2221		2221-2222		2222-2223		2223-2224		2224-2225		2225-2226		2226-2227	
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LORDS of CHAOS

With Blade Software's *Lords of Chaos* gaining a strong following with strategy and fantasy fans alike, Paul Boughton takes a look at the game and the newly released data disks.

In some quarters *Lords of Chaos* has been described as a role-playing game, but a number of limitations and game aspects defy this classification. It isn't really fair to compare it with the likes of PTL's *DragonMaster* orSSI's *Pool of Radiance* because there's only one character for the player to control, and the game's Wizard Designer (a sort of construction kit) offers very little scope for character

creation and development. LoC operates on a far simpler, more accessible level and designers, Blade, call it a fantasy strategy which, to be fair, is probably the best description possible.

Between one to four players can take part, each controlling their own wizard, and the surrounding scenario is pretty standard fare. A war-torn world is better navigated by an earthquake which has shattered it into three separate and self-contained environments. The surviving wizards must compete against each other, exploring and surviving these dangerous lands, and encountering magical monsters, traps, traps, and assorted dangers. Their aim is to become the Lord of Chaos of the title and further your power by collecting the many treasure caches that can be found within the surrounding areas.

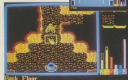
Blade have opted for a 2D play area, and the resulting flat image gives the game a rather 8-bit-like look. The game does have its roots within the 8-bit machines, but I can't help but think that a little more could have been done with the graphics and landscapes. In addition – and this is a fault with this style of game anyway – the sound is very disappointing and could easily have been used to add more atmosphere. However, looking beneath the weak graphics and overall presentation, there is in fact an easy-to-get-into game lurking in here. The game uses a simple 'point-click' system to access the action, and all the relevant movements are clearly set out and allow for smooth and logical action sequences. Even newcomers to this style of game should



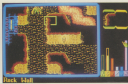
Blade's Dungeon Select mode offers with high sensitivity to explore the game level, but even your powerful creatures for the first construction. You'll need them!



Many-Coloured Lord's Estate as many buildings as possible and check share, and contribute for hidden patterns and useful objects.



Rock Floor



Rock Wall

LORDS of CHAOS EXPANSION KIT ONE



It's very hard to really guess a game's potential for longevity, especially with the addition of further expansion kits. *Expansion Kit One*—which obviously means that more kit is on the way—offers two new scenarios very much in the style of the original game. There's no attempt to move or improve the game, it's just more of the same.

The two scenarios on the disk are: The island of Iris and 'Cones of the Deedest. The first contains themselves buried in hidden locations, and the main task is to: key stones to dig for hidden gold, diamonds, rubies, and emeralds. The second would require a magical totem built by the once-powerful sorcerer, Golemmer the Indestructible. Somewhere in the forest is the Staff of Golemmer,

the source of his power. Once again, and as in the first game's third scenario, it's another single player scenario which proves a bit limiting.

In all, *Expansion Kit One* is an excellent value for money addition to the original *Lords of Chaos*,



Just load up the original, slip in the new disk, and you're off on adventures here. (OK, so it offers no enhancements over the basic game, but missions are fun and will prolong the life of the game nicely. The lastability mark is lower than for the original game, though.

Because you only get two scenarios instead of three.

Expansion Kit One is available from Mythos Games for £5, including packaging and postage. Send a cheque or postal order payable to Mythos Games Ltd., at 19 The Pines, The High, Harlow, Essex, CM20 1EL.

Paul Boughton

BLADE 80

"If you liked the original, here's more of the same."

GRAPHICS	70%
SOUND	69%
LASTABILITY	73%
PLAYABILITY	76%

OVERALL 73%



be able to get to grips with it within a matter of minutes.

Each wizard has quite a wide range of magical powers at his disposal. Depending on which world you are on, there are some forty-five spells to cast, ranging from the almost obligatory healing, fire bolts, and lightning, to teleportation beams, and ones that enslave the oncoming creatures and turn them into gooey grey blobs. The three lands are the Many-Coloured Land, which is overrun by the wicked

Tongueheads; the Slayer's Dungeon, which is named after the fearsome weapon which lies at the heart of the land; and the realm of Ragarth. The latter one causes real problems—Ragarth is an evil and extremely powerful wizard, and play at this particular stage can only be attempted by one person.

The length of game and turn time can also be adjusted to pace the game (or add a sense of urgency. This means that the game's difficulty level

can be altered slightly should you find the game a walk-over. Also, the way the playing environment pieces together and opens up as it is explored is really nice.

Lords of Chaos is an entertaining diversion but there's little to make you gasp, no real surprises, and no touches of real innovation. Perhaps it is intended for the newer adventurer, and if this is the case then it



deserves to do quite well. More ancient dungeons, though, should wait for something a little more stimulating.

Paul Boughton



RIGHT BUTTON-END SELECTION



In the Slayer's Dungeon, creatures are an ideal vantage point for spotting opponent's creatures.

BLADE £24.99

"Enjoyable, but simplistic adventures for beginners."

GRAPHICS	70%
SOUND	69%
LASTABILITY	74%
PLAYABILITY	76%

OVERALL 74%



A lot of a sleeper in the arcade town, *Thunderjaws* has finally made it to the Amiga after a six-month development time. Unfortunately, though, the premise set by the game's brilliant scenario isn't quite borne out by the game itself. Set in the not-too-distant future, the voluptuous but thoroughly evil Madame Q has set up a sprawling underwater base and is kidnapping thousands of beautiful babes for her unnatural experiments. Thus, with a shortage of well-rounded elites about to hit the western hemisphere, the government has acted by sending in a team of experts to free the hostages and put an end to Madame Q's meddling.

Converted from the obscure Tengen coin-op, *Thunderjaws* is the work of Neil Harding and Lloyd Baker, who have been battling with the conversion since January. However, although the gameplay has been reinvented faithfully, it still comes across

as tired and, frankly, far from exciting or addictive. These problems have been inherited from the coin-op, though, so fans of both the arcade parent and the Amiga version of flailing *Thunder* (which *Thunderjaws* is the unofficial sequel to) should be happy with the conversion. In all, Madame Q's aquatic base spans thirteen areas, and standing between our two latex-jawed heroes and the final face-off are a series of horizontally-scrolling stages featuring all manner of mutated and robotic nasties.

Before the game enters its familiar flailing *Thunder* territory, the actual gameplay is split into two distinct gamemodes, with the two heroes initially left to swim through shark and mine-infested waters until they reach one of the bases. Starting out in the murky seas leading up to the first base, the diver (or divers in two-player mode) start the game armed with a flabby harpoon and an unlimited supply of spears. From either side of the screen, cybernetic sharks, *

THUNDERJAWS



As the two heroes delve further into Madame Q's lair, in this 3D-mode stage the reason behind the kidnappings becomes apparent. The stolen babies have been turned into Lizard Women, and must be killed instantly.



One of the coin-op's most enduring features, the large cloudy waters used for the sharks and their adversaries, unfortunately proved too difficult to recreate on the Amiga.



THUNDERJAWS

enemy divers, and assorted mines and chemical spillage appear, and these must be avoided on one of your three lives will be lost. The coin-op's sprites were large and bold, with massive bio-mechanical sharks and suitably beefy divers pounding on the unwitting player, and to say that the conversions' sprites are a little disappointing is a massive understatement. I understand that Domark were forced to

reduce them so that the entire game could be squeezed into the Amiga, but the tiny divers and miniature sharks are far from impressive, can hardly be described as imposing or menacing and give the game an unfortunate little look.

Things start to look up on entering the base itself. The puny sprites of the underwater section are replaced by chunkier and more colourful characters, and there are some impressive end-of-level guardians. However, the animation undermines this initial good impression. As progress



is made towards the wayward Madame G, the levels start to expand with the addition of ladders which take the game away from the normally horizontally-scrolling ones, and into a larger, eight-way-scrolling shoot 'em up. However, as he struggles up the ladder, the animation on the main character is nothing short of laughable, and rears an otherwise good section.

These two gamestyles are swapped between as the two forces progress, and the levels get harder as the enemy's intelligence is raised. The original coin-op was very cash-intensive, with the enemy attacking in their droves, and the necessary extra weaponry rarely available (unless more cash was inserted). In the cause of good gameplay, though, Neil has incorporated a system where the weapons appear slightly before you'll need them, and this makes the game far more playable. I

don't want to sound unnecessarily hard on Thunderjaws because, as conversions go it is more than satisfying. However, the disappointing graphics and animation let it down badly and make an otherwise playable game look worse than it is. The improvements that Neil has made over the coin-op make the game easier to get into and more addictive to play, but my overall impression is of a weak game.

A playable conversion, but one for die-hard fans of the coin-op and its predecessor only matters.

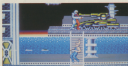
Steve Marriott

DRAWING THE LINE...

The recent batch of arcade machines enable the player to complete them simply by pumping loads of cash into them. And whilst these massive beasts feature incredible graphics, the added difficulty means that they are far from playable. This particularly affects conversions, too, and just recently a line has had to be drawn so that a good balance between playability and difficulty is kept, whilst ensuring that the changes don't impair the gameplay at all. *Thunderjaws* is a perfect example of this, and the original coin-op's extra weapons were scattered liberally through the game and would appear just where they were needed the most.

However, the Revlon's John Kavanagh (the leader of the Thunderjaws team) wanted to make the game as playable as possible, and asked Neil to come up with a better system. And the result does actually make a difference without sacrificing the closeness of the conversion.

In later levels things get progressively more difficult, with a bigger variety of objects to avoid. There's also a platform element added, too.



Things start to heat up in the later levels - literally! You'll be able to find the southern sea urchins of choice with a variety of powerful weapons.

The prying start to close in, with opportunities onto your next. Luckily, some filters the level so lack of fingerpower shouldn't be a problem.



Some of the end-of-level guardians are huge beasts, but fail to appear menacing due to stilted animation.



DOMARK £25.99

A playable but graphically weak conversion

GRAPHICS	65%
SOUND	83%
LASTABILITY	79%
PLAYABILITY	73%

OVERALL 77%

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Right, the cool dude used by future kids to ensure Bill & Ted's success. Below: Like any student, someone better use the five-linguist-nerd before Jurassic gets loose!



BILL & TED'S EXCELLENT ADVENTURE

Bill S. Preston and Ted (Theodore) Logan, high school party animals and self-confessed cool dudes are destined for great things. Namely, founding a religion and being idolized by future generations because of their most "bedouin" Californian interpretation of both the English language and Heavy Metal music. However, this will never happen if they flunk high school. This looks very likely until Rufus, a messenger from

the future, sent to save mankind appears giving them the chance to get an A+ grade by doing a "total excellent" history presentation. This involves bringing dead dudes like Jockeys and Freud back from the past to present-day San Dimas, to relate their own real life histories!

Equipped with a totally out of this world telephone booth, Bill and Ted have to dial historic dates and travel back to twelve different points in time to

pick up the requisite number of dead dudes. This is either six or twelve, depending on the difficulty level. Some dudes, like Napoleon, will follow as soon as they are found, others need to be given appropriate objects, such as a five-linguist for Joan of Arc, before they will enter the Time Booth. These objects can be collected on various levels and stored for later use. Only two "historical" characters can be carried in the phone booth at any one time so you must return to San Dimas regularly to deposit them in the local shopping mall for safe keeping.

The graphics are colorful but poorly drawn except for some digitized screens from the movie. The duo are only represented as one inseparable sprite and, although the various historical characters are funny, there aren't very many. The best thing about the game is its use of sampled sound taken directly from the movie. If you get something like the guys exclaim, "EXCELLENT" and if you get it wrong, "WOOO!"

Bill and Ted's Excellent Adventure is totally let down by a lack of depth both in the overall game design and on each level. It took me just seven minutes to complete level one the first time I played it, and level four (the most difficult) doesn't require much practice to get right either. My advice is to spend a quid on renting the video first, then if you think it's the "most excellent" comedy you've seen recently, and don't mind spending £24.99 on a game that only takes an hour or two to finish, I can recommend this most "bedouin" piece of software.

Alan Dwyer



A "total excellent" collection of historical heavyweights.



Milly appears at San Dimas High, as Bill & Ted's grades soar.

SURF'S UP DUDES! Two guys travelling back in time to locate famous historical personalities may sound like a bad joke from the T.V. show *Time Tunnel*, but only the terminology annoys and those who haven't yet seen the rail American comedy could possibly hold such an opinion. Bill and Ted's Excellent Adventure is a tongue-in-cheek adolescent romp through time with two well-known high school dudes from San Dimas, California. These guys use beds of adventure like "most bedouin" and "loopy, dudes" to be exact, if you don't like Sunny Side surfing along don't read this review or, more importantly, DON'T WATCH THE MOVIE!

ACCOLADE £24.99

“Too easy to complete, for real time only...”

GRAPHICS	64%
SOUND	70%
LASTABILITY	57%
PLAYABILITY	65%

OVERALL 57%

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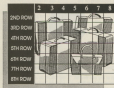
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Agents Hyde and Seek killed in action ... STOP ...
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London's Heathrow ... STOP ...
Smythe's luggage said to contain quantity of stolen
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THE winner ... STOP ...

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If you find THESE ... You're out of the Game ... STOP ...



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HUNTER

Ever sat down to watch a blood-soaked movie and found yourself screaming at the hero to single-handedly take on the combined might of the enemy forces with his pop-gun, wipe out their impenetrable installations with a single grenade, free the hostages, and save the day? Hunter, the long-awaited 3D epic from Actionision, puts you in this one-man-behind-enemy-lines

sleight and allows you to run riot where Schwarzenegger, Stallone and Chuck Norris fear to tread.

The Hunters of the title are an elite band of troops who make Lee Marvin's Dirty Dozen look like a bunch of wimps. A Hunter's job entails going deep behind enemy lines, blowing up strategic installations, assassinating key military figures, and causing general mayhem. As one

of these super-troopers your mission is to take on a powerful invading force, single-handedly by using whatever equipment you can get your hands on.

Each mission starts off at HQ, where you're given your orders. After that it's off to your fat is called a map, a big book to keep track of mission targets, and a couple of Aerial Observation units. When activated, the latter

zooms a couple of hundred feet into the air and beams back a map of the surrounding area including positions of vehicles, buildings and people. Most buildings are civilian buildings which contain little of importance. Hangers, on the other hand, often contain vehicles and assorted supplies. And, as with the real thing, powered transport requires fuel, and without a couple of cans of four star



Forget the jeep, your best bet is jumping into a tank. After all, a jeep is no good for attacking an enemy building, and a tank will stand up against the enemy fire with more chance of survival.

MOTOR-VATION

There's nothing stopping our hero from walking away—where (apart from the occasional river), but its time-consuming and very tedious to watch. To speed things up, a variety of vehicles are included. Cars, jeeps, tanks and ambulances are all fast and you can roll down the windows to take pot shots at enemy troops. Guaranteed to deal with traffic jams are tanks, which come in two varieties. Also, if you can't be bothered to change from land to wheels when you hit dry land you could try flexing a hovercraft, which can go over any terrain. Finally, fly boys can fly helicopters while environment breaks can cattle for push bikes and wind surfers.



you could find yourself without a ride.

Enemy vehicles are often the most convenient way to attack a target, especially the tanks which have large 80mm guns which can destroy anything with just three shots. Fortunately, the enemy are wise to your appropriation of their equipment and many tanks are also fitted with tank traps, land mines and computer-controlled rocket batteries. Even your helicopters aren't immune to enemy defenses, and tracer guns blast hundreds of bullets into the air every minute whilst the deadly SAM batteries are always active. Control of land vehicles is very simple, using the forward and back directions of the stick to accelerate and brake, and the respective directions turning the wheels. What is lacking, though, is a reverse gear, which would be very useful for faster evasive actions. Also, control over the choppers is made slightly harder with a combi-



Your mission always starts with a briefing at HQ. One mission has you infiltrating the enemy lines before blowing up roads, communication centres and fuel dumps. Another one requires selected targets to be blown up within short time limits. Finally there's the hunter mission where the player must journey across the land and assassinate the enemy general.



The enemy army aren't going to acquiesce under a few days of harsh weather, so the 3D sky is the atmosphere. Top up with the latest hardware such as a rocket launcher, explosives, grenades, Surface Air to Surface Missiles and Surface To Air Missiles.



Hunter's many modes of transport vary in their effectiveness. Tanks are fine, but if you really want to get somewhere you're going to need some wings. Helicopters come in two forms: heavy duty invaders are slow, can't fly too high but can carry full-grown bombs. Attack choppers are fast, can fly higher than Surface-to-Air Missiles and carry Air to Surface Missiles.



You've reached your first objective and it's well guarded. It's looking a bit tricky, you could choose either a straight-on assault or try to sneak in by using your tank's cannons to blow up the enemy's defenses.



Your first target. Once the old man tells you to go in the wheelhouse of your tank. If you don't get any messages from your own men, it also pays to let your tank if you're in a vehicle near an enemy's house. One step at a time and your mission will be completed.

SCREEN SCENE



The maps only show your position, but the Aerial Observation Units will spot the enemy bases and positions.

DON'T PUSH ME!

So you want to get the edge to strip down to your bare chest, wear your body with sexual shapings and take on the entire army of some third world country? No? Well some people want nothing but the success of earlier films such as *Bambo, Camomile and Missing in Action*. The *Bambo* films were written by, and starred, Sylvester Stallone. The first had him against corrupt cops in America's drug south. In the sequel he took on the entire Vietnamese army for breakfast and rescued American POWs in his lunch hour. The final film saw Stallone, his barbers and lady oil taking on the might of the Soviet Union in Afghanistan. Meanwhile, Arnold Schwarzenegger was making his entrance in Latin America (*Conan*) and his flying alien comrades as *RoboCop*. Action comedy *Chuck Norris* was in *War* (he always is) to rescue the POWs that *Bambo* had got in a film which grossed \$20,000,000 and had never made into a sequel. It just goes to show that you don't need an army — just a hero with more muscle than brains, no conscience and 100 wives who don't mind being labelled "peaks" and taking them to make Mr Norris look good.



variation of forward) and less increasing lift, and a reduction in thrust needed before the beast can start moving and killing. Points are recorded in the form of credits, and every time an enemy soldier, vehicle, or installation is blown up you get paid for it. However, if you blow up civilians, their property, or wildlife (yes there's flora and fauna in the shape of flowers, bulls, rabbits and birds), a fee is deducted from your account.

The graphics are consistently good throughout. They're colorful, contain a nice amount of detail and don't slow down when the screen becomes cluttered. A few more frames of animation would have been nice for the main character and some of the animals, but this is probably only noticeable to haggard old computer jockeys. Throughout the game your ears are assaulted with a barrage of sampled explosions, growls, and the odd squeal square, which is really

stomped by well-aimed helicopter rotor blades. Apart from being big, *Hunter* is also incredibly absorbing. Although the missions have time limits there are no constraints as to how you must complete them, and this flexibility is severely lacking in past attempts at accessible 3D games. If this had to be categorized, I suppose I'd call it a thinking person's 3D shoot 'em up. Whatever it is it's good and you should definitely check it out.

Mark Patterson

ACTIVISION E29.99

One of the best twists within the 3D genre.

GRAPHICS	89%
SOUND	84%
LASTABILITY	89%
PLAYABILITY	90%

OVERALL 89%

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Mystery games on computer have been much neglected. It's a genre ripe for exploitation, especially with the new era of CDTV just around the corner. In fact, the only recent attempts — which include *Nine Crayons*, *Crave for a Corpse*, and *Operation Stealth* (displaying a predominantly French slant to the genre) — have been graphically impressive, but lacking in the all-important gameplay area. In addition, the games often use a lot in the translation, with some very odd phrases turning up — a trait that seems to have been carried through with *Maupiti*. For instance, the box blurb says: "When we arrived I immediately knew there would be a heated ambience ... a very heated ambience." There's nothing I

like more than heated ambience — whatever that might mean!

Fortunately, though, these lingual 'oddities' don't detract from making this one of the best whodunits I've played. It's impressive graphically, superb in the music and sound effects department and plays simply and easily.

The plot revolves around one Detective Jerome Lange, the gumshoe who first made an appearance in Lamitron's *Monkville Island* back in 1980. This return sees him investigating odd goings-on at the eponymous Maupiti Island. A girl called Marie — or Mary if the contradictory box blurb is to be believed — has been kidnapped, so Jerome sets about solving the case by scanning the tropical paradise, and sifting for clues. During

this time, several characters, both dodgy and seemingly normal, can be interrogated and clues are liberally dripped during the course of these conversations. However, someone is out to stop your investigations and most of my sleuthing ended in murder — namely mine.

The game opens with Jerome in his cabin, and above this a series of icons and options are selected within an attractive bamboo border. These are then accessed with the mouse, and enable Jerome to talk, take, read, argue, and question, along with a whole host of other options which appear as and when they are needed. There are some very nice animated touches, such as moving ferns and butterfly flies, which add to the

atmospheric and oppressive atmosphere really well — you can feel the heat of the tropics coming off the screen! Couple this with some amazing music and sound effects, and the development team have created a quality that's often lacking in computer games and vital in whodunits — the all-important atmosphere. Occasionally, though, this atmosphere is punctured by the aforementioned bad translations, one of which informed me that, while searching my own cabin and trying to lift a desk lid I was, "badly raised". Quite what I meant, I'll never know.

On entering a new screen, the game informs you of who else is within the room. And from here, the collection of clues begins. Anyone who is present has their name

MAUPITI



Might the answer if you are tough stuff as a suspect, they may turn nasty with you.



BROUGHT TO BOOK

If you enjoy computer crime - and we don't mean hacking - you might like to checkout these classic whodunit books.

The Daughter of Time (1951) by Josephine Tey, Penguin. An investigation into the murder of the Princess in the Tower. Was Richard III really the killer?

The Murder of Roger Ackroyd (1926) by Agatha Christie, Fantasia. This is the book that turned Christie into the Queen of Crime. We defy anybody to guess the ending.

The Hound of the Baskervilles (1902) by Sir Arthur Conan Doyle, Penguin. A gigantic hound brings terror and death to Devon. Sherlock Holmes investigates.

The Hollow Man (1928) by John Dickson Carr, Penguin. A classic locked room murder.

And Then There Were None (1938) by Agatha Christie, Fantasia. One of the most intriguing puzzles. Is the last person left living really the murderer?



This Macintosh game is meant to be played on a local area network. Play it again...and again...if you so wish.



ISLAND

shown at the top of the screen, and simply by clicking the pointer onto their spots, a conversation can be struck up. As their face appears in close-up, their answers come across via some rather robotic speech synthesis, and anything useful that is said can be committed to memory. Once again, though, these conversations fall flat of the dubious translation. Take my questioning of Thore, a rough-looking new dog type,

for instance. From the start I was thrown by his greeting: 'Hello, sailor'. Was I hearing things? Rather worried, I pressed on. What did he think of the island, I asked? 'I like snipping at Maudie,' he replied. I decided I didn't want to know about his little habits and moved on.

For the tougher characters, an option allows you to lay into them, but the manual recommends that you avoid this

avenue as much as possible. In addition, as an undercover sleuth, it will also draw attention to your movements and make your task even harder. Although not up to the standard of *Operation Stealth*, *Island* is a neat game let down by the dodgy translation. OK, so this is a minor point, but it can get annoying and I would have hoped that more care could have been taken. Even so, solving Maudie's (or Mary's) kidnapping

ping should keep all you would-be Philip Marlowes and Miss Hammers busy, and is recommended for its novelty value alone.

Paul Broughton



LANCHON £29.99

One of the best Whodunits to grace the Amiga...

GRAPHICS	85%
SOUND	84%
LASTABILITY	80%
PLAYABILITY	85%

OVERALL 83%

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Figure 1

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KEEP THE THEM

INTRODUCTION

PROJECTILE

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CONCLUSIONS

Figure 1 consists of two rows of bar charts. Each row contains five charts, one for each age group: 18-24, 25-34, 35-44, 45-54, and 55-64. Each chart displays the percentage of respondents for four categories: Total, Male, Female, and two unlabeled categories (likely representing different levels of engagement or interest). The y-axis for all charts ranges from 0 to 100 percent. The data is as follows:

Age Group	Category	Row 1 (%)	Row 2 (%)
18-24	Total	~85	~85
	Male	~80	~80
	Female	~90	~90
	Unlabeled	~85	~85
25-34	Total	~80	~80
	Male	~75	~75
	Female	~85	~85
	Unlabeled	~80	~80
35-44	Total	~75	~75
	Male	~70	~70
	Female	~80	~80
	Unlabeled	~75	~75
45-54	Total	~70	~70
	Male	~65	~65
	Female	~75	~75
	Unlabeled	~70	~70
55-64	Total	~65	~65
	Male	~60	~60
	Female	~70	~70
	Unlabeled	~65	~65

[illegible][illegible]

Age Group	Male (%)	Female (%)
18-24	~15	~15
25-34	~35	~35
35-44	~45	~45
45-54	~55	~55
55-64	~65	~65
65+	~75	~75

[illegible][illegible]

SCENE
SHORTS

Set a thousand years after the catastrophic events experienced in *Interium 2.0*, *Deuteros* tells of mankind's "new space age" and the fortunes of the mutated humans that colonized the solar system in the year 2090. The races are at war with each other and mankind, having res colonized Earth (at the end of *Interium*), has grown complacent and consequently forgotten the space technology that it developed for survival all those years ago.

DEUTEROS

The game plays and feels very much like its predecessor. The main screen offers access to a number of sections, each of which controls different elements of the development of your space program. Additional options become available throughout the game, but the initial stages are you designing people to train as researchers, marines and production workers. Once trained, your researchers must invent the various parts of a space shuttle before it can be assembled and your crew can fly it into space. There are further types of construction that can only take place in space, such as galactic starships.

The graphics may have changed,



along with most of the space craft, but it still follows the same linear sequence of events. Personally, I don't think that's a bad thing, but you might feel that the gameplay could have been enhanced, especially when you consider that titles such as *Virgin's Supremacy* have clearly demonstrated what can be done with this type of game.



After spending hundreds of hours developing a wing drive, your ship begins to take shape.

You only have limited supplies of raw material with which to play with, so you have to pick out choices which parts of the space program are essential and which areas can endure delays.

ACTIVISION £29.99

Space opens strategy game lacking depth...

GRAPHICS	60%
SOUND	50%
LASTABILITY	50%
PLAYABILITY	75%

OVERALL 70%

WILD
WHEELS

Written by Red Rat, who recently enjoyed success with MicroProse's *International 2000*, *Wild Wheels* utilizes the same 3D pitch but replaces the players of the former with a series of vehicles and a grossly over-inflated ball. *Wild Wheels* is a sport invented to relieve the post-ap frustrations of our ecologically-sound future society, and is played by a team of six vehicles using traditional petrol-driven engines, rather than the electric or solar ones that *Jurassic* has to drive.

The player starts the game with a team of wacky "Shrimp" vehicles which are, frankly, not up to much. Play commences when a massive steel ball has been dropped into play with the subsequent action viewed from directly behind the player's car. The screen then scrolls to follow the vehicle's every



And they're off! Greatly metal-bashing mayhem as these teams of cars battle to make it to the finish out of their opponents.

movement across the pitch. The opposition's cars immediately start to chase the ball, aiming to knock one into your goal. Win a match and you get to enter the speed shop, where the player is given the chance to buy a series of enhancements for more powerful vehicles before taking on the next of the ten computer-controlled teams.

A neat hybrid of the car and footy games, *Wild Wheels* is let down by the repetitive nature of its gameplay. The bonus goodies that appear during each match add a little further interest, but on the whole the action is very

OCLAN £24.98

Take this one for a test drive before buying...

GRAPHICS	45%
SOUND	42%
LASTABILITY	51%
PLAYABILITY	70%

OVERALL 55%

You start the game with a "Shrimp", an underpowered car which isn't the high-performance demon you really need.



SCREEN SCENE SHORTS

TANGRAM



addictive quality which keeps the player coming back for more in the hope of getting 'just that little bit further'. Now, from Thalion, comes Tangram, a Chinese game that is over four thousand years old.

Each game has the player starting with an orange silhouette on the screen, and seven basic shapes to try and fill it with. There are five triangles of various sizes, one rectangle and one square. The shapes will exactly fit the silhouette if fitted correctly. By pressing the mouse button, each shape can be rotated prior to placing them on the board. There are 200 different shapes to fill and they stage it difficulty from 'impossible to get wrong' to 'no way are those shapes going to fit in there!'.

Many of the most addictive games have also been the simplest to pick up and play. Tetris, Asteroid, Pipemania and Asteroids, to name but a few, have an elusive but

related prior to placing them on the board. There are 200 different shapes to fill and they stage it difficulty from 'impossible to get wrong' to 'no way are those shapes going to fit in there!'.



There's also a timer option which increases the pressure without lessening the fun.

The game's graphics are functional and there's a choice of levels to soothe your weary brow as you struggle with some of the more complex puzzles. All in all, a brain-straining puzzler which should provide hours of fun and frustration.

Mark Greenwood

THALION £35.99

A good conversion of a classic puzzle game

GRAPHICS	60%
SOUND	75%
LASTABILITY	60%
PLAYABILITY	85%

OVERALL 70%

CRICKET

Now that the England cricket team are starting to prove their worth (at time of writing they'd just whopped the Windies in the first test and drawn the second), people are starting to take a renewed interest in cricket sims. Unfortunately, Cricket from Boundware is a poor attempt at recreating the excitement of leather hitting willow.

The game starts with the team selections. England, Australia, New Zealand and the West Indies are included and their respective team members can have their attributes for batting, bowling and fielding altered. Following



strength of a throw are all determined by pressing and holding down the fire button every time the fielding side bowl a ball.

Adding insult to injury, there's an almost embarrassing lack of intelligence on behalf of the fielders. If the ball is thrown and lands next to a fielder he will, more often than not, just stand there doing nothing. This is highly frustrating if there's a good chance of running someone out.

A good shot earns a round of digitised applause along with comments such as 'and it looks like a four' or 'he's been cut out'. Apart from that, though, there is nothing to redeem Cricket. The awful control system is restraining, and the immobile fielders make for a frustrating game. I'd advise any true cricket fan to steer clear!

Mark Patterson



from which it never recovers.

The action is viewed from behind the wicket keeper, regardless of whether your team is fielding or batting. The power of a bowl, the aggression of a fielder or the

BOUNDWARE £29.99

Cricket sim with few redeeming features...

GRAPHICS	51%
SOUND	73%
LASTABILITY	40%
PLAYABILITY	30%

OVERALL 39%

BRAIN BLASTERS



If you get bored playing with yourself you can always play a pal in two-player mode. The year also don't get any easier but you can risk your opponents' pieces.



The wizards are revolting (and it's not just their personal habits). Whichever one passes the test of IQ2U will become the grand master and dominate the rest. To pass this test the wizard has to defeat the dark side of his spirit by completing a series of memory puzzles.

A pattern is displayed at the start of each level, which then has to be reproduced by you. Unlike most games you don't control the pieces. Instead you operate a little wizard who has to scurry around collecting the pieces of the pattern as they fall from the heavens and then place them on the board.

Initially, the puzzles are easy, normally consisting of textured squares that look like Swiss chrysothel. When a piece of chrysothel is placed on the board in the correct position a little light flashes to let you know you've got it right. As the game progresses the patterns become far more complex, often resembling human intestines with bits of biscuit stuck on top (seriously!). Reproducing that set from memory is almost impossible.

The presentation is very slick. There's a good intro with jangled sound and a snazzy picture. The main screen has a couple of finely animated dragons and there's an option that lets you milk gold (points) for tips, which is another nice touch. When you've scored 1,750 gold pieces you can take the IQ2U challenge where you have to avoid a wringing pendulum.

Brain Blasters is fun to begin with, but after the fifth level, or so, the novelty starts to begin to pale. There's a

help player mode where a couple of wizards can battle it out for the pieces but even this becomes boring. Devotees of memory puzzles in The Express will probably like this, otherwise you'd be well-advised to try before you buy.

Mark Patterson

UNI SOFT £25.99

A nice idea, but doesn't warrant the price tag

GRAPHICS	67%
SOUND	71%
LASTABILITY	63%
PLAYABILITY	73%

OVERALL 65%

If you have a pair of checked trousers and an equally loud shirt, then tee off with Challenge Golf. The game takes you to the four corners of the globe to play in four megabuck tournaments, battling to sink that little white ball on grass which looks like a green carpet.

Between one and four players can compete in Challenge Golf. It's best to start with the driving range, which is a 18-ball practice session. If you're a quick learner, though, you'll soon be skilled enough to put yourself down as a pro. Otherwise, be honest and own up to being a rank amateur or a novice.

Hitting the ball smoothly and correctly takes time with meters informing you of power and curve. The indicator on the curve meter enables you to hook the ball to the left or slice the ball to the right. You know if you've hit a perfect drive by the satisfying thwack when youlobber the ball. Then you can sit back and watch it fly upwards and onwards. Upon reaching the green, patience is the answer to sinking the ball while the line of your put can be adjusted by clicking on the left and right arrow icons.

The practice option lets you whack merrily away at a mountain of balls while tooting your driving skills. However, once out on the fairway the game takes the excitement of a real-life tournament and the feel of match play. The graphics are functional rather than flashy, but fail to instill a sense of being there.

Fiona Keating



Be careful! You'll have to judge your shot in perfection or else you'll end up having to wade through the pond to retrieve your ball.

ON-LINE £24.95

New golf sim which proves a bit bit-and-miss...

GRAPHICS	66%
SOUND	67%
LASTABILITY	65%
PLAYABILITY	64%

OVERALL 60%

ATOMINO

After Thalion's Atomic, comes *Psygnosis' Atomino*, another molecular puzzle where the aim is to join up a series of atoms to form a chain of molecules. Simple enough, you might think, but each atom has its own valence (between one and four so that they need to combine with one, two, three or four other atoms before a complete molecule is formed. Any left over and you're failed in your mission.

Each atom's valence is represented by small stars which rotate around the

atoms. When one atom is placed adjacent to another atom with spare stars, the two join together and one spare star from each atom disappears. When a complete molecule is created, it automatically disintegrates and the game moves onto the next, progressively harder level.

Some levels require you to build the molecule within a confined space whilst others may challenge you to repeat a set pattern (or build a chain up to a predetermined size). To the right of the main screen is a pit which slowly fills with extra atoms which need to be placed on screen; if the pit fills up to the top it's effectively game over.

There are also *juice* atoms which can be placed next to any atoms and bonus rounds. The graphics and sounds are simple enough, but it's the gameplay that's the clincher. Once picked up you won't be able to put it down.

Tim Beaz



PSYGNOSIS £25.99

‘Molecular puzzle that'll drive you to frustration.’

GRAPHICS	68%
SOUND	70%
LASTABILITY	75%
PLAYABILITY	79%

OVERALL 77%

JACK NICKLAUS' THE MAJOR CHAMPIONSHIP COURSES OF 1991

As one of the best golf simulations available on the Amiga, Jack Nicklaus' Greatest 18 Holes Of Major Championship Golf (prev), what a mouthful and there's more to come! has spawned a whole series of course disks and complementary products since its release in 1989. These have included Major Championship disks for '89 and '90, an international course disk and an Unlimited Course Design package.

Major Championship Courses Of 1991 adds three famous golf courses, completing the collection to date and is designed to run in conjunction with either The Greatest Eighteen Holes or Unlimited Course Design, both of which represent the basic Jack Nicklaus' packages for use with add on course disks. This is the catch because if you're new to Jack's golf game and fancy a round on Royal Birkdale (the only English course), Hazeltine National, Minnesota (U.S.A.) or Crooked Stick Golf Club, Indiana (U.S.A.), you'll have to shell out for one of the original games as well as this expansion disk.

Existing owners will immediately recognise the graphics as well as the nagging slowness of new screen scrolling and disk loading. I was hoping, even within existing limitations that the graphics would be lengthened up or scrolling modified but no luck here,

unfortunately. That said there's nothing seriously wrong with the way the game looks and I don't think newcomers will be all that disappointed.

The control system hasn't changed. There is a horizontal shot aiming indicator above the main screen, a power bar on the left hand side and a club type and number indicator on the right hand side. There's also a wind direction disk above yet another, smaller bar indicator for wind speed. Combine shot controls and indicators for that dream shot and hopefully score a hole in one!

The copy protection scheme involves being presented with a top view of one of the fifty-four holes on the disk, then finding it on the supplied I.D. booklet and entering its number. This is all rather annoying as the booklet is printed in blue ink on a dark brown background to



make it photocopy proof - unfortunately it's almost unreadable.

Jack Nicklaus' Golf is still a very good game and for anyone who follows the professional golf circuit on T.V. Championship Courses 1991 will add three instantly recognisable courses to their Amiga circuits. However, there's nothing new apart from that so if you're already had enough of the 'Biar' you should really look elsewhere.

Alan Dylson

ACCOLADE £34.99

‘Nice new courses, nothing else added though.’

GRAPHICS	81%
SOUND	70%
LASTABILITY	85%
PLAYABILITY	80%

OVERALL 78%



MAFDET and the BOOK OF THE DEAD

This adventure takes place in ancient Egypt, but don't expect Christopher Lee's Mummy to be waiting around the corner. The malicious god, Seth, has stolen the Book of the Dead and vanished into the underworld. With out this book,

only hidden areas, journeying through the many dark dungeons and mazes is made a hazardous journey because of hostile birds wearing Egyptian headpieces. There are badly-animated secondlights aplenty, and a fine and sustained attack

is the best way to make your feet slither. Other nasties which impede your way are flying green-winged gorgons who spew forth flames and an annoying wasp which follows your movements and is very difficult to swat. I'm not too sure about the name Mafdet, but Polly Morphous would

be a more suitable name, as the long-limbed heroine has the power to turn into cat in order to help pass some obstacles.

Sad to say, but Mafdet provides little in the way of exciting gameplay. There's very little variation or challenge in the adventures. However, the art graphics are one of the best things about the game, as the garish green and yellow hues used certainly make the game stand out. A game for those who aren't particularly bothered about the trivialities of dull and bog-standard gameplay.



no Egyptian can enter the afterlife when they die. You take the role of Mafdet, the cat goddess, entrusted to retrieve the precious volume. Collecting amulets along the way is extremely beneficial to your endeavours, as some provide extra life force, while others are needed to gain access to previ-



Money too tight to mention? Bank balance edging further into the red? Fear not! Fiona Keating takes a monthly look at cut-price budget and compilation games that won't burn a hole in your pocket.

WICKED SOFTWARE £4.99 OUT NOW 48%

CALIFORNIA GAMES

There's sun, sea and thrills aplenty in California Games, a compilation of six highly-entertaining sports. Taking part in all six events is the most testing, but if you feel like taking it easy, then compete in the events of your choice or concentrate on one event to become a world champion! The graphics throughout are eye-catching and brilliantly coloured. Some of the best touches are in the background details. For example, in the skateboarding event, the famous hills and signpost of Hollywood picturesquely frame your various manoeuvres of

kick turns, hand plants and aerial turns. Next up, the foot bag event is the edgiest and wildest of all with the player's on-screen persona kicking around a small bag, whereas the surfing contest seems more than a little hazardous with the player again attempting jumps and turns whilst trying not to fall into the drink.

Poster skating does not appear to mind as a particularly

dangerous sport but, in sunny California, the odds of falling over banana skins or hazardous cracks in the road are extremely high. In fact, humour abounds in California Games. The best lines come in the BMX racing. Take a tumble and scroll captions like 'What a bummer!' and 'Geek of the week' will inform of what the computer thinks of your performance. Probably the best in the series is the flying disk event, similar to a super-strength frisbee competition. Throw the frisbee as far as possible and line up the catcher to meet the disk with a flying leap! Attractive graphics of lakes and mountains complement a lively activity. California Games is an excellent compilation with plenty of diversity to keep you well occupied until the end of a long, hot summer.



KIXEY 1-6 OUT NOW £7.99 84%



FLOOD

Flood's hero is Gully, a chunky green creature who has to travel through numerous platform-packed underground levels in his bid to escape an ever-increasing water level and reach the outside world. Gully senses reality, as if Gully can't breathe underwater. Luckily, our little friend is a rather jolly swimmer and paddles about quite happily.



has a terrible pair of gnashers in its stomach! Other treasures are as bad as their names would suggest: Bulbous Headed Vengs, Plankin Gnomes and Japocous Gombas. Fortunately, though, Gully can pick up weaponry with which to protect himself, and his inventory contains flashbombs, grenades and delayed action dynamite.

The sound effects are a notable feature of this game. A huge splash can be heard every time Gully belly flops into the water, and a sickening gulping noise makes the stomach turn as Gully is munchied by a vicious snail or a Lumpy Wandwan! Although the sprites in Flood are small, they are perfectly formed and don't detract from the excellent and imaginative graphics. A fair degree of difficulty will ensure that this game is played during many a drought or downpour.



This is definitely a game for meat heads as the aim is to collect as much trash as possible, and only when each level is squeaky clean can Gully move on. There are 42 levels to flogger up, plus some extremely nasty creatures to contend with. These beasts are definitely the highlight of the game. The scary ghoul of Gully's aunt follows closely. Her touch is deadly, so complete a level double quick before being caught. Surely the weirdest of all, though, is the Psycho Taddy - a cuddly toy which

follows closely. Her touch is deadly, so complete a level double quick before being caught. Surely the weirdest of all, though, is the Psycho Taddy - a cuddly toy which



PREDATOR

It's tough being Arnold Schwarzenegger. Your best buddies have been slaughtered and skinned in horrific circumstances and your jungle green combat gear is badly in need of a visit to the nearest laundrette. Predator is army drab in which staying alive is extremely difficult to accomplish. A very atmospheric game, partly on account of the music, the suspense is built as the unknown Predator stalks you from afar. Only when the screen turns blue, and a mis-guilty viewfinder appears, does it become apparent that you are being watched by the alien hunter. The only thing that Big Arnie can do is run for cover. On passing the skinned bodies of your buddies, a good way to get over them is by blasting every thing in sight. Jungle warfare is all about surprise attacks so don't be surprised by ambushes from lurking guerrillas. Lobbing grenades certainly does the trick, but you only have three, so use them wisely. However,

soldiers aren't the only hapless in the jungle, and it's wise to pick up one of your colleagues' dropped weapons when attacked by a flock of vultures. Predator is a shoot 'em up with very little to redeem it - you'd be better off buying the video.

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WATERLOO



You don't have to be mad to play this game, but it helps. It involves taking on the character and personality of Napoleon to plan strategy and tactics to beat Wellington at the famous battle of Waterloo. Waterloo is one of the best wargames ever to grace a computer screen. The 3D graphics are very detailed, showing villages, terrain features and army units. Using the mouse to click on various locations will bring up details

of the Generals commanding that area and the distance from you. Very important factors to consider if you wish to start attacking the area.

Waterloo is not a game to pick up and start playing in half an hour. It is a fairly complex game with a comprehensive list of commands to become familiar with. The chunky manual has masses of information, so only on playing instructions, but also an Napoleonic war

lexi, tactics and a factual account of the Battle of Waterloo. A frustrating aspect of Waterloo, though, is its insistence on historical accuracy. All communication is forwarded by runners who are considerably slower than a walkie-talkie, so planning your moves in advance is advisable, otherwise a sluggish battle directive could lead to being caught off guard by the enemy. Similarly, to have a closer look at the battlefield, you'll have to move to potentially risky positions in order to

get into the thick of the action. An option at the beginning of the game enables you to spy on the opposition, the computer informing you of the enemy's battle messages. All a fair in love and war, as they say.

Waterloo is a war strategist's dream come true. The overall view is excellent and there is a great deal to keep the midnight oil burning. Just beware of wearing funny hats, combing your hair forward and pulling one hand inside your vestigan.

MISSION IMAGE OUT NOW £9.99 85%

IMPOSSIBLE MISSION II

The fantastically clever Elvin Atombecker is on the wallpaper and out to destroy the world. As the special agent returning from the C64-only original, you especially wish to stop Atombecker as you are rather fond of planet Earth. However, in Impossible Mission II there's a high-on impossible fortress to make your way around, and the object of the game is to collect and assemble the three-digit pass codes to gain access to Elvin's tower. Once inside, several musical sequences have to be collected.

Finding your way around the fortress is great fun. Where would you be without your trusty pocket computer? It's an invaluable device as it helps to assemble passcodes that lets you move from tower to tower. A built-in tape recorder will put together the musical sequence you need to get into Elvin's tower. The robots that patrol the area are loyal to the extreme and dedicated to their work. They range from Minibots which crawl around laying booby traps, to the self-explanatory Suicidebots.

All of the agent's moves are superbly animated, and he can take small steps, crouching and balance precariously, which allows him to perform certain actions others in the game don't allow. The graphics are a treat with pretty hues of pink and purple providing the backdrops plus the complex network of corridors and rooms to explore. In all, Impossible Mission II isn't as good as its predecessor, but is still playable platform fare that represents excellent value.



KICK 16 OUT NOW £7.99 84%



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GODS

Following the God-gantuan success of last month's level one playing guide, CU once again team up with the Bitmaps to make the road to divinity just that little bit easier.

GOD LUCK CHARM

There is more than one way to complete each world, and no world needs to be fully completed to finish the game. Most of the hidden puzzles serve only as bonuses. If you find yourself stuck in a section which you think is impossible, retrace your steps as you may have taken a wrong turn into a bonus stage.

UNUSUALLY

All monsters have attributes that define their strengths, weaknesses and behaviour. The hit point value determines how much damage it can take, and these can range from 10 for a weak

creature to 950 for a guardian.

Later on in the game the monsters become more intelligent, leading to more spotted attacks. As a general rule, don't kill them as they're usually needed to carry treasures.

RESURRECTION

Extra lives are awarded at 50,000, 100,000, 200,000 and 500,000 points and then every 200,000. Five crystals appear at 100,000, 250,000, 400,000 and 600,000 points.

These bonuses only apply if you play through from level one. If you use a

password to start from another level then bonuses equivalent to the number of levels skipped. For instance, by starting on level three the first extra life will be awarded at 300,000 points.

LEVEL 2

WORLD 1

The world key is located in the Gem Room on top of a platform which is too high to reach. To lower the platform, an ice, water and fire gem must be brought into the room in that order. Collect the key then exit through the door by level 4.

Hidden Puzzles

At the start of the level, walk to the right and press the first hidden switch. This will open a trap door. Go left and kill both centurions. If you have more than one life a gold key will appear. Beware! Collecting this triggers all the traps throughout the world.

Climb down to the chamber below the one you started in. Walk right until a thief appears, hang back and let him collect the shield that's behind the spikes. Now drop the gold key to lure him back then let him and collect the shield. Jump back over the traps, wait for your shield to run out, and pull the lever to reveal a treasure key and a thief who'll collect it. Zap him, collect the key and go to the treasure room (door five).

WORLD 2

Climb down the ladder to the platform under the narrow arch loon. Walk to the edge of the platform and jump onto the ladder on the right. Jump over the platform by level one. Press the lever to blow up the trap below. Climb down.

Go down the first ladder to the right and get off at the first opening to the left. Blow up the traps by pulling lever 1 then get the room key. Climb back up the ladder, walk right and drop off the ledge at the next ladder. You should now be in the second pit. Walk right and go up the ladder, go right again and jump over the gap. Climb down the next ladder and



Try not to let enemies sneak up behind you. Once they start firing you're as good as dead.



Take care when you jump at ladders. Falling to your death is an interesting way to die.

WEAPONS

TYPE	COST	HIT POINTS	LOST BY	LOST BY
KNIFE	7500	1	YES	YES
THROWING STAR	8000	2	YES	NO
WACE	7000	3	YES	YES
AXE	10000	4	NO	NO
PISTOL	12000	5	YES	YES
HUNTER	15000	6	NO	YES
SHOOTING GUN	12000	3	YES	YES
SPEAR	17000	8	NO	NO
TOUR POWER	10000	10	NO	NO
LIGHTNING BOLT	10000	10	NO	NO

In level four the power of the six weapons is 12 hit points and its value is 17000.

General	Level 1	Level 2	Level 3	Level 4
<ul style="list-style-type: none"> 1. Power-ups 2. Weapons 3. Enemies 4. Bosses 5. Power-ups 6. Weapons 7. Enemies 8. Bosses 9. Power-ups 10. Weapons 11. Enemies 12. Bosses 13. Power-ups 14. Weapons 15. Enemies 16. Bosses 17. Power-ups 18. Weapons 19. Enemies 20. Bosses 	<ul style="list-style-type: none"> 1. Power-ups 2. Weapons 3. Enemies 4. Bosses 5. Power-ups 6. Weapons 7. Enemies 8. Bosses 9. Power-ups 10. Weapons 11. Enemies 12. Bosses 13. Power-ups 14. Weapons 15. Enemies 16. Bosses 17. Power-ups 18. Weapons 19. Enemies 20. Bosses 	<ul style="list-style-type: none"> 1. Power-ups 2. Weapons 3. Enemies 4. Bosses 5. Power-ups 6. Weapons 7. Enemies 8. Bosses 9. Power-ups 10. Weapons 11. Enemies 12. Bosses 13. Power-ups 14. Weapons 15. Enemies 16. Bosses 17. Power-ups 18. Weapons 19. Enemies 20. Bosses 	<ul style="list-style-type: none"> 1. Power-ups 2. Weapons 3. Enemies 4. Bosses 5. Power-ups 6. Weapons 7. Enemies 8. Bosses 9. Power-ups 10. Weapons 11. Enemies 12. Bosses 13. Power-ups 14. Weapons 15. Enemies 16. Bosses 17. Power-ups 18. Weapons 19. Enemies 20. Bosses 	<ul style="list-style-type: none"> 1. Power-ups 2. Weapons 3. Enemies 4. Bosses 5. Power-ups 6. Weapons 7. Enemies 8. Bosses 9. Power-ups 10. Weapons 11. Enemies 12. Bosses 13. Power-ups 14. Weapons 15. Enemies 16. Bosses 17. Power-ups 18. Weapons 19. Enemies 20. Bosses



If you have any spare cash, spend it on power-ups and extra ammo. Power-ups are also a valuable purchase, especially when in for the most effective weapon. It's sometimes worth saving your money until you can afford them.



LEVEL 2

This level isn't too much harder than the first. Watch out for spikes at the bottom of the pits. It's often worth buying a laser pistol to help you escape from difficult situations, the dead weight of this being that it takes up a precious inventory slot.

You don't follow our advice, but if you want to dash in on the main cash, weapons and lives you'll better not cheat. It pays to collect as much cash as possible on the easy levels to buy weapon power-ups for the tougher stages.



LEVEL 3



LEVEL 4

Traps, dead ends, puzzles and enemies all abound. Travel carefully, follow the map and keep an eye out for traps, gun towers and important objects. Power-ups are more plentiful on this level, so don't miss out on them as good as they come.

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GODS

collect the teleport key. Go to lever 6 and pull it to close the first trap door in pit three. Pull levers 7, 8 and 9 to close each successive trap door in the third pit. You can now reach the bottom. Open the two doors on the right then go through the one that's between levers 11 and 12; this should teleport you to the top of the fourth pit.

Enter the room to the right of lever 16 and collect the world key. To exit, climb down to the bottom of pit three and open the left-hand door; the world door is along the corridor on the left.

Extras

There's a shrine in each of the first three pits. Collect all three and take them to the ship room to get a treasure key. The treasure room is through the door next to lever 3.

The Shop

Buy spears and power potions.

World 3

This world is split into two halves, the mosaic puzzle and the candle puzzle.

If you look at the wall in the mosaic room you will see an incomplete picture. Pick up the first piece of the picture which is on the right-hand side of the room, walk left and place it in the mosaic. Pull lever 1. Kill the two centaurs and collect the trap key. Press the lever to reveal a moving block, jump onto it and pick up the door key. Pull lever 2 to reveal the hidden door and pull lever 3 to move the block. Press lever 2 to open the door.

Along the corridor are four rooms: the Crypt, the Apothecary, the Wizard's Study and the Armory. Take the skull to the Crypt, take the Globe to the Wizard's

Study and take the jar of herbs to the Apothecary to get the remaining three pieces of the mosaic. Return to the mosaic room and a teleport crystal should appear.

The Candle Puzzle

Go left and keep killing the monsters until a trap key appears. Return to lever 16 and a block will rise from the floor, jump onto it and climb the ladder. Go up the next ladder and kill the gargoyle to get a spear token. Collect the trap key and climb down the ladder. Pull lever 17. Go down the ladder, walk right, jump over the trap and pull lever 18 to close the trapdoor underneath lever 19. Use levers 19 and 20 to close the trap door, go up and collect the trap key. Jump onto the moving block and go right. Collect the candle from the ledge, pull lever 22 and go through the opening. Make your way to the study, collect the door key and pull lever 28 to get to the dragon's lair.

The Dragon

If you've found the big gem you can use it to chain the dragon's fire, otherwise alternate between ducking and shooting. Don't kill the dragon when he's on the far right of the screen otherwise you'll lose some of the treasure.

INTO THE VALLEY OF THE GODS

The last two levels are reasonably straightforward - just follow the maps and you shouldn't have many problems. Here's a brief rundown of the toughest obstacles to overcome.

LEVEL 1

Go down to just beyond lever 1 then return to the start. Collect the trap key.



Now there have to be destroyed straight away, otherwise there'll be a room on your tail.



Go to block 2, which should move. Climb up and go right. Pull lever 23 and collect the mosaic, treasure key and wide art. Go to the final room to retrieve a power-up.

World 3

You'll need to take the ice and water to the ice room.

World 3

You need only to pull levers 8, 9 and 11, don't touch any others.

World 4

World 2 requires you to return three ingredients to the alchemist's room. To enter the bonus section collect the room key from the section above the first door then pull the first lever.



Drop the large crystal on top of the dragon. This should take the heat off, allowing you to destroy it without getting your pomp ball singed.



Don't forget to play with levers! They often reveal bonuses when flicked below.



HELPLINE

ENQUIRIES

WINGS

I've been playing this game for ages but I still keep getting shot down. Does anyone have a cheat or tip that will help me to complete it?

Alan Poul, NJ

INFESTATION

Can anyone tell me where the key to the shuttle is? I've tried everything and looked everywhere. I'm about to throw my computer out of the window! (Reg Hulse, Bournemouth, NJ)

POWERDRIFT

I have been playing this game for weeks and I can only get to level two. Has anyone got a cheat for infinite lives?

Steven Anderson, NJ

HORROR ZOMBIES FROM THE CRYPT

I cannot find the tomb on level 6 and keep getting lost in the caves. Can anyone tell me where it is?

Jon Webb, NJ

RAFFLES

This game is really getting on my nerves. I can't get anywhere. Has anyone got a cheat for infinite energy?

Andrew Wood, NJ

COLORADO

I need help! Does anyone have a cheat for unlimited energy or gun powder?

Pete Miller, NJ

CAVERUNNER

I have been playing Caverunner from the CU coverdisk and I think it's absolutely wicked. The trouble is I cannot get past the fourth level. Is there a cheat for infinite lives or a level skip?

S. Anderson, NJ

CORPORATION

Can someone tell me where the computer terminal is on the game's starting floor? I have spent hours exploring all

the rooms and using various objects to no avail.

Andrew Wood, NJ

WARZONE

I can't get past level three, it's more like Deathrun! Anyone got a cheat for infinite lives?

James Harrison, NJ

SHADOW WARRIORS

I can get to the third level on this game, but I never have enough lives to get any further. Has anyone got a cheat?

Jonathan Power, NJ

SWITCHBLADE

Please could someone send in a cheat or joke for infinite lives? I have been trying to beat the third guardian for ages.

W. Gordon, NJ

BIONIC COMMANDO

I have had this game since Christmas 1990 and I'm still no good at it. Is there a cheat for infinite lives?

Andrew Tracey, NJ

XENOMORPH

This game is becoming very annoying! The manual doesn't help much and even with a hawk I can't get very far. Some doors won't open, is this supposed to happen? What is the special weapons box for and how do you change character?

A. Sykes, NJ

RAINBOW ISLANDS

Does anybody know a cheat for infinite lives? I've tried the Q, W, E, R, T, Y and S credits cheat but it doesn't work.

Please help as it's driving me insane.

Chris Wenden, NJ

MILLENNIUM 2.3

How can I get the copper to build a colony? I know where it is but I can't land on the planet. Can anyone help me?

Peter Jackson, NJ

B.A.T.

Please help me! I can only get as far as the XFO club and when I try to enter a 7' room appears. When I make another choice I am confronted by and invisible alien who will not let me through the door.

David Higgins, NJ

BAAL

Has anybody got a cheat for unlimited lives or a level skip?

James Briggs, NJ

NINJA WARRIORS

I am having many problems with Ninja Warriors from Xing. Could somebody please send me a cheat?

J. Mansfield, NJ

VOODOO NIGHTMARE

Please, please could someone send in a cheat for Pharaoh's Voodoo Nightmare? I have progressed to the Temple of the Eagle but I either die or get stuck.

Paul Allen, NJ

TV SPORTS FOOTBALL

Has anyone got a cheat to make the games a bit shorter? At one hour per match I can never finish a season.

Andrew Wood, NJ

WRATH OF THE DEMON

For months I've been trying to complete this game. I must admit I'm getting to the stage where I am bored stiff. I would really appreciate a cheat for infinite lives.

David Garry, NJ

OPERATION WOLF

Has anybody got a cheat for infinite ammo or energy? I have had this game for sometime now and I can't get past the first level.

Jonathan Edwards, NJ

XENON 2

Please could someone send in a cheat for infinite lives? My trigger finger's getting sore and I can't get anywhere.

Kevin Bloomfield, NJ

MIGHTY BOMBJACK

This is a great game but I can't get past level 3. A cheat for infinite lives or any help would be appreciated.

James Harrison, 1024

IT CAME FROM THE DESERT

I am totally stuck when it comes to finding the ants. Where the hell is their nest? Could someone please tell me where it is and what to do when I get there?

David Lewis, 1025

BOMBER BOB

I think that this is a really excellent game, unfortunately I'm no good at it. Does anyone have a cheat or poke for infinite lives?

Jonathan Smith, 1026

RANX XEROX

I must have been one of the only people in the world to have bought this game. These must be someone else out there with a copy, so whoever you are could please send in some tips. I'm completely stuck!

Peter Bates, 1027

ECO PHANTOMS

This game is starting to drive me nuts. I am complete about 80%, but I can't get any further than that. Does anyone have a cheat, poke or tip that will help the complete it?

David Bates, 1028

SPIDERMAN

I really enjoy this game, although I am now stuck at the halfway mark. Can anyone supply me with maps or tips as to how to get any further?

Mark Thompson 1029

BARDS TALE 3

I normally only play about 'em up, but recently I've really got into Bard's Tale 3 from EA. As I haven't had much experience with the type of game I cannot get very far. Can someone send in some help?

Peter McWilliams, 1030

DALEY THOMPSON'S OLYMPIC CHALLENGE

I have broken joysticks and pulled my hair out over this game. Can someone please give me a cheat that will let me complete all the events.

Jon Harris, 1031

KICK OFF 2

I know there's probably no cheat, but I keep being beaten by all my mates on Kick Off 2. Does anyone know an infallible way to score goals?

Brian Price, 1032

CAR-YUP

I don't normally use cheats, but this time

I'm making an exception. Can someone send me a hack for infinite cars? I'm no good as this game.

Robin Roberts, 1033

ROGUE TROOPER

Can anyone out there lend Rogue a helping hand? Under my control he gets shot, electrocuted and burns to death. Can someone send in a poke for infinite troops?

Brandon Farling, 1034

R E S P O N S E S

MANIAC MANSION (L31)

After the glass has been broken in the piano room by Robert, go into the sitting room and put the tape in the machine. The chandelier will break and the key is yours.

NIGHTBREED (L33)

Try typing in **ROBEN FROM THE DEAD** for infinite lives.

Alan Egg, 1035/1036

ROBOCOP (M3)

Type in **SCRAMBLINGFACE** on the title screen then use F8 and F10 to skip levels and gain energy.

Alan Price, 1037

GREMLINS 2 (M4)

Type in **SMATRA** on the high score table for infinite lives.

Alan Price, 1038

TURRICAN (L17)

Type in **BLUESMOCK** on the title screen to get 50 lives.

Mark Gidman, 1039

ARMY MOVES (M10)

The code for part one is 101000. On level one hold down ALT, 1 and D for invisibility. For level two hold down ALT, 1 and J.

Alan Price, 1039

VOYAGER (M9)

Enter **WHEN THE SWEET SHOWERS OF APRIL FALL** on the option screen to activate the cheat mode.

Alan Price, 1039

BRAT (M18)

To terrorise the later levels try these codes: **DEHAMMO**, **MIHOMOTO** and **SAGUTO 20**.

Alan Price

AWESOME (M22)

At the energy swap screen move the pointer to the shield icon. Now hold down + on the numeric keypad and press fire. The screen should flash. Pressing the P keys during play will give you all the weapons, F1 disables the enemies and F5 will restore your energy.

Alan Price, 1039

CHASE HQ (M25)

When the game starts type in **INAGAN-DEHIM** (with no spaces). Press T during the game to reset the timer and press N to teleport to the next level.

Alan Price, 1039

H O W T O U S E T H E H E L P L I N E

IT'S EASY. Just send in your letter, marking your envelope with the appropriate code number if you are sending a response or mark it 'Enquiry' if you need some help. Post your letters to: **Play to Win Helpline, CU, Priority Court, 30-32 Farringdon Lane, London EC1R 3AU.** If you are making an enquiry include a few lines explaining why you need a poke, cheat, help etc.

If you are replying to any of these enquiries, don't forget to mark your letter with the reference code for the person you are responding to. If you send in more than one enquiry, please put each one on a separate sheet of paper. If you send in a response but have an enquiry too include both on separate sheets. That way we can file everything in neat alphabetical order.

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WHITE

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P0001: Iterative Search
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CONCLUSIONS

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- PC002 2nd. Quarter (cont'd)
- PC003 3rd. Quarter 1st Edition
- PC004 3rd. Quarter 2nd Edition
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CLIP ART

There is a total of 70 disks in the setup and range. All are in JFF format & are ideal for CTF. There are loads of images to choose from, ranging from luxury features to special packages.

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BLIT - A - COPY MKU

THE 10 THINTE BACKUP NEW YORK

BLADES UP-As I, KNOWN NORTH AND GIVEN THE CHIEF OTHERS/WORK
THESE (THE) BLADES, IF THE MOST POWERFUL AVAILABLE
CUTTING THE BLADES ARE ALSO THE BEST EACH ONE



Figure 1: Schematic diagram of the experimental setup. A participant is seated at a table, viewing a screen. The screen displays a 3x3 grid of blocks. A red block is highlighted in the top-left position. A red arrow points from the red block to the bottom-right position. A red box highlights the bottom-right position. A red arrow points from the red box to the bottom-right position.

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100

Basic Facts (10 hrs./week)
 Subunit 1 (3 units)
 Subunit 2
 Subunit 3 (partial language)
 Content "newspaper"
 Content "sleeping bag"
 Pattern "telling the trigger"
 Content "substance"
 Pattern "interpose"
 Essay "language stems"
 A good starter pack
 2-1-1-1-1

1000

Music Rack (PC-DOS ports)
Various music formats
Crossfade "fade-in" music
Crack music files
Jazz-influenced music files
Real-time music
Flash digital content
Floating lyrics "karaoke"
Ancient "jazz" voices (2-4)
Crossfade music content
Archives music files
1994, J. J. J.

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Model part (1) **Material**
 Stainless Steel 304 (1.4301)
 Stainless Steel 316
 Stainless Steel 316L
 Stainless Steel 321
 Stainless Steel 309
 Steel Cast (Austenitic)
 B7C-11, B7C-2
 Inconel 601
 C-12, C-13

Table 1

Maine makers, parts
Protractor
Ruler transfer
Scribe transfer
Slide transfer
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Transferment stand(s) stand(s)
A stand for stand(s) stand(s)

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New round pack
This is a 10-disc pack containing all the latest dance hits all the band bringing a LOT of the Freshing style etc. etc. This pack changes on a weekly basis so it will bring up to date it must be only
014 52 069

WE ACCEPT ALL MAJOR CREDIT CARDS PLEASE MAKE CHEQUES AND PO'S PAYABLE TO P.D. DIRECT
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DEFENDER OF THE CROWN

Merov Ingarr's tale of lore has you running off rescuing maidens while your castle is left unguarded and at the mercy of rampaging hordes. However, help is at hand! Press K while the second disk boots and conjure up a huge army of mighty knights.

**IK+**

If you're not a Bruce Lee type, try pressing the space bar when you're knocked down. This should make your fighter invincible.

**R-TYPE**

The evil Bydo empire make their comeback on budget. If all that's too much for you, enter your name as **SLIMTA**, (with the full stop) to get infinite lives.

APB

Another compilation release. If driving and combusting are leaving you with too much paperwork, enter your name as **ALP** on the high-score table to get infinite dollars.

**MEGATRAVELLER**

Money talks in the world of Megatraveller, but it's finding it that's the problem. Havila Tanner from London has devised a brutal yet risk-free plan.

Select 'create party disk', then delete everyone except for Alexandria. Create your five players and make sure that one is skilled with computers, one in mechanics and one with some medical skill. All must be able to use Battlefist and energy weapons. Now generate a scout to use as a pilot, try to raise his skills in navigation and piloting as high as possible (my character is ranked four in both). The next character you create should be enrolled into the army and re-enrolled until he's retired at 62. Call him Amiga and take as much

NITRO

Problems with your carmate? Brake fluid running low? If your towing trouble with Pyggyback's compilation is no release try entering your name as **MAU** to get some extra help.

**A POKE IN THE EYE**

Send us your tips, your hacks and your solutions. There's a prize for every entry we print, ranging from games to subscriptions! Write the name of the game your hack is for on the top left-hand corner of the envelope and send it to:-

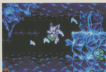
Play To Win (Tips) -
CJ AMIGA 30-32 Pavington
Lane, London, EC1N 8AU.

**CHUCK ROCK**

Living in the stone age isn't all belly-burps and mammoth steaks. It has its hazards too in the form of rampaging dinosaurs and pterodactyls. Koen 'd. Roers has supplied some codes that should make life a little easier:

ESTRANO for flymode.
MORTIMER to skip
scenes (see keys 1-4).
TURK FRAMES to skip
levels (see keys 1-4).
UNCLE SAM for infinite
lives.

The zone and level
skips can't be used
together.



cash as possible for his benefits.

Select your team of five, including Alexandria, start the game. Ignore the fight and go to the Starport. Enter it and deposit all but the lead character's money in the bank. Withdraw all but one cred and give the money to the team leader. Leave the building and divide Alexandria's equipment up between the party. Break the party. Kill Alexandria. Progress, go into the building and recruit Amiga, and then repeat the process from the point where you deposited the money, only this time kill Amiga. Alternate between killing Alexandria and Amiga to earn loads of cash!

HELPLINE

a d r e n t n r e

This month you're seeing the start of something big – the redesign of the Adventure Helpline. You've probably already noticed the extra page and the colour which obviously makes a big difference to the quality of the presentation. DU Amiga is dedicated to bringing you the best coverage in EVERY aspect of Amiga computing, and that means adventure/RPG/strategy fans aren't going to be left out! 'So what?' I hear you cry, 'It's great to have colour, but how does that affect me?' Well, for a start, the style and format of these pages isn't fixed. If there's anything you particularly want to see, write in and let me know. Mini-reviews and letters will be appearing soon, as well as tips and hints for popular games. I'll use screen shots wherever possible to illustrate solutions, so if you have a problem at a particular place then feel free to send in saved-game positions to indicate your quandary!

NEWS

The software industry in general may slow down in summer, but that doesn't seem to be the case for adventures and RPGs. Here's a look at what to expect during those long hot evenings.

Virgin Mastertronic have announced the forthcoming release of the *Magnetic Scrolls Collection Volume 1*. Basically these are old *Magnetic Scrolls* adventures repackaged and enhanced to make use of the *Magnetic Windows* system first seen in *Wonderland*. Volume 1 comprises three

set in the land of Fantasyia where the player is encouraged to rob and steal to get ahead. The set should arrive in the shops in the next couple of months, priced at £29.99.

A new 3D game, *Shadow Sorcerer*, is coming soon to the Amiga. It's an isometric RPG with the emphasis on combat, and really bridges the gap between simplistic games such as *Curse of the Azure Bonds*, and the more complicated RPGs such as *Champions of Alynor*. Of course, what we are all waiting for is the sequel to *Eye of the Beholder*.

INPUT

SECRET OF MONKEY ISLAND

The first request for help this month comes from Hannah Peckar of Reading. She wants to know how to buy a ship from Stan, and how to get past the pirates who proceed that guard the Governor's mansion. Her third query is where to find the Sword Master. I know this game has been selling like hot cakes, so someone should be able

to help Hannah!

BARD'S TALE II

Brian Kane of Beasbrook, County Down is having something of a tough time with this RPG. What should he say to the Stone Man (42M, 23E) to awaken him? In the temple of Morn (27M, 8E), who has to approach the altar or do you need a special item for something to happen?

Special items are causing Brian to tear out his hair. He's located a Hooper Ring, a Master Wand and a Master Key, but doesn't know what any of them do! Also, why are all the casinos closed? Come on, write in with the answers if you know them...

KEEP THE THIEF

A request for help has arrived from someone who signs his letter Squabble, BPPQ. He wants to know how to get out of the tunnels behind the waterfall, so if anyone can help him write in to the column. He also wants to know what the underlying idea of the game is – what's the final goal of the quest?

CODENAME: ICEMAN

C. Whately of Kibola Bank, Burnley, is playing this Sierra adventure but can't get past the oil rig. C. knows that the idea is to blow it up, by entering out to it until the distance in yards reaches zero – but this is proving impossible. Does anyone know the correct way of destroying the oil rig?

SPACE QUEST III

Roger Wilco is in trouble again, this time while under the control of John Peabody of Dundee. He's landed on the planet and then Arnold the Annihilator also touches down. John goes to the left ship and buys the thermal underwear for the



excellent games. Rikstrans a godkin who happens to be a secret agent, not on the trail of the Devil Deadly Fire, gang.

I've played the original version of this, and it's an absolute classic, full of bizarre humour and novel challenges. The other two are *Corruption* (a thriller set in London) and *The Guild of Thieves* (an adventure





Larry, the subadventural roller man, manages to cause problems in South Arabia.

next planet. As he walks out of the ship, Arnold grabs him but eventually lets go. When he gets back to the ship Arnold catches up and kills him. How does he get into the ship and leave? It's your chance to get your name in print!

LEISURE SUIT LARRY III

Adrian Ghazal of Saudi Arabia feels left out. After all, he can't get into the party in *Larry III*. He doesn't have a secret number — but I'm sure that someone out there does, so drop me a line with the answer.

BLOODWYCH

An Antipodean reader — Cameron Page of Western Australia to be precise — is unable to progress in the *Dragon Tower*. He's in a room which has four switches in it; two are red and one is yellow, while on the floor is a green switch. There's also a door that looks like it needs an iron key. Should Cameron have one at this point? He's tried twisting, pressing the switches in different orders and look-



Bloodwych's *Dragon Tower* contains a room with some hidden buttons. Cameron Page needs some help, so everyone's who's played it write in now!

ing for blinking walls. What should he do to get past this place?

WISHBRINGER

David Bone of Sittingbourne, Kent, is stuck in this humorous game on the Infocom budget label. He has ninety

points out of the possible hundred, but can't find the glasses anywhere (I assume he means the 3D glasses). He'd appreciate some hints, as he's very close to the end of the adventure. Also, where is the broomstick?

HITCHHIKER'S GUIDE TO THE GALAXY

Two readers are having problems with this tricky adventure. David Bone of Sittingbourne, Kent, is stuck on the Heart of Gold ship and doesn't know what to do next. Laura Williams of Southam Common, London, is also stuck on the same ship, at the door that requests a sign of intelligence. She's gathered that it has something to do with having tea and no tea. They both plead for aid!

OUTPUT

FISH!

Joel Plet (I think, I can't read the signature) of Holland has supplied the solution to the problems experienced by Richard Lawrie, who, if you remember, was unable to make coffee in the recording studio. Joel says the answer is quite simple — ask Holl to make the coffee. While he's doing that (and keeping the tape produce off your back), take the feric oxide cassette out of the tin, go west (young man!) twisted open the doors and turn the switch. Go south, take the tape tin, go north twice then close the door and

push the button so the producer can't find you. Clean the tape player with the cleaner, set the dial on eight, and then play all the tapes. Now you'll hear the code for the safe — go to the safe and open it then take everything inside. Thanks also to Wayne Kinscald of Barry, South Glamorgan for his reply.

DUNGEON QUEST

Colin Doran was stuck by the castle, and John Thompson of Scarborough has sent in an exhaustive solution. Find the coin in the stable in order to pay the ferryman, and when you reach the other side of the river type, 'Get Rock'. Go east then south to the



Get your rocks off with *Dungeon Quest*. I'm surprised about the response to this — didn't think anyone liked it. Obviously thinking rocks at dungeons is a popular sport!

castle, and when you reach the drawbridge type, 'Throw Rock'. It usually misses the lever, if it does, return to the overbank and get another rock — then repeat the process. Once in the castle search everywhere. Find the shield, sword, ring, letter, rose, codewheel, torch, and a candle.

HOW TO USE THE ADVENTURE HELPLINE

Write to me, Matt Rogers, at Adventure Helpline, CJ Amiga, Priory Court, 30-32 Farringdon Lane, London EC1R 3AB, with your problems and any useful hints you can give in response to those readers long-queuing in these pages! Make sure you include your full name and address, and I will do my best to get back to you personally.

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HELPLINE

W A R P E R I N G

LEGEND OF FAIRHAIL

David Scott of Birmingham, Kent, has replied to the query of Sean Smythe about this RPG. He doesn't understand what Sean means by the lack of instructions — he found them more than adequate! David's never visited the level of the anti-magic dungeon that Sean describes, but



Sean's tale with levels on, or an original RPG? Whichever it is, Sean's out of trouble thanks to David Scott. (Is that Mithril ball from the Temple to progress.

says that the Orb is located on the first level of the 'bunny' dwarfen mines, and the mapping spells only work if you have the Orb — this mine is the one to the far north. Walk past the Tree Master as if he wasn't there. The Mithril ball will help you catch the vampire in the haunted castle (the Mithril ball is in the cellar of the Dragon Worshipper's Temple).

BLOODWYCH

Paul Hardy of Sheffield was stuck in the Moon Tower, and, finally, someone has written in with a solution! Thanks to David Scott of Edinburgh (another David Scott, would you believe) Paul's woes are over, at least until he gets stuck again! David



I hope Paul Hardy used the classic cheat of starting in his player mode then killing off the other party for experience and supplies. It may not be very ethical, but it's certainly an effective way of starting the game.

writes that the best way to escape from this section is to refer to the manual where it states that 'You will often notice things that would otherwise be overlooked if your current party leader is a Diamond'. Yes, it's that simple! Make a Diamond the leader and look at the back wall, which will flicker. It's a false wall, and there are two holes for the tan and blue gems from the Gopart Tower. Insert these to be teleported out of the Tower. If you don't have a Diamond in the party, it's more difficult but still possible. Click one of the gems along the back wall until it fits. Thanks David, but I'm sorry to read that you think Sean's Tale is 'utterly, utterly stupid'. There are many people who think otherwise.

CHAOS STRIKES BACK

David Scott of Edinburgh has also supplied the answer to the dilemma facing Dave Field of Lansing, West Sussex. Go to the cone-shaped room on level five (the one full of sleep-powders and blue hares) and cast a fireball on the door at the back end. Cast a Zo-Kath Ra spell and hold it up to the eye to prove you are a wizard, then head to the Bridge section and go across. Alternatively, enter the door at the this end, go through the false walls and find the 'Wrong, Right, Left' message. Press the left and then right buttons in the alcove to enable you to get the winged key from the central column. Now use the winged key at the other end of the rooms. Either method gains you access to a chamber containing a chest — and in the chest lies the ruby key!



Trapped in a watery grave, leader Bill Ling pleads for help.

OPERATION STEALTH

Bill Ling of Gray's, Essex, has been stuck in Operation Stealth for a while, unable to escape from his watery doom. He's been thrown into the ocean by a group of thugs and can't escape from his bonds, let alone rescue the woman. From the information you've provided, Bill, it's fairly obvious where you're going wrong. Near to the beginning of the game, when you enter the bank to change money, get two sets of change. Then, before entering the hotel after escaping from the cave, go to the beach and talk to the homeless selling drinks. He'll sell you a rather unique bracelet which, when operated, will free you from your bonds. Then swim to the girl, operate the bracelet once again. Now you'll be able to swim to the surface if you're quick.

PLAY TO WIN



My favourite RPG, Chaos Strikes Back is far from easy. Thanks to David Scott, Dave Field shouldn't be stuck any longer, and will be able to recover the ruby key.



CHARACTER BUILDING

The first thing to do is to choose one of the four characters. While the choice is always yours when playing solo, you may not get the right character with other players. Therefore experiment with all four characters, paying special attention to the Elf and Wizard - some scenarios demand a competent use of magic.

Avoid playing this like a normal RPG. The original boardgame encouraged competition between the players (at least in the first few Quests) so it's best to play this as a multi-player RPG. In other words, if there are three or four

people then cooperate to beat the Quest and advance to the next stage. If it's only you playing, or yourself and a friend, share the characters between you. This is the only way you can hope to get through the later levels.

Use the Barbarian and the Dwarf for close combat, and keep the spell casters hanging back to use magic and search for treasure and secret doors. Keep the party together to make them less vulnerable to attack. Leave no stone unturned (or secret passage hidden): it's usually worth having to fight an extra monster or two if it gains you a scroll or weapon. Risks are worth it.

TO BE CONTINUED...

Hero Quest allows you to carry players out from one adventure to the next, as with most RPGs. Unfortunately, wounds aren't healed between Quests, which makes your next fight tougher. Although there's nothing you can do about this, you can avoid problems by using healing potions and using different characters. Be frugal when buying equipment, as there's not much point having someone buy tools if the Dwarf is in the party. Armour will help protect the fighters and save having to waste potions - conserve them for more difficult challenges. It's well worth 100 gold pieces for a staff as

Fresh from a bloody quest for tips, Matt "Ores-a-lordy" Reagan surfaces from the dungeon depths with help for all prospective heroes.

HERO



Search every room for treasure and doors. Don't worry about wasting time, gold and weapons should be your priority.



this makes the wizard the strongest member of the party.

THE FIRST QUEST

The maze is a doodle, even with one character. There are a few secret doors, but as each level is designed on the same grid there's a few black areas. I found this distracting at first, convinced that there were more secret doors that I couldn't locate. Search out and kill the four or five goblins before anything else, as this prevents the party from being surprised while searching. The exit room is located in the middle of the level.

LEVEL TWO

This is the Rescue of Sir Ragnar, and is a lot tougher than the first level. Use the

classmates effectively, ganging up on monsters to kill them quickly and avoid taking serious damage. There are about eleven or so creatures here, so be prepared to make a quick exit if things start getting dangerous. Use spells whenever possible to weaken opponents before closing in for hand-to-hand combat.

LEVEL THREE

The party is now entering the Lair of the Orc Warlord, who's no push over! Equip the party with whatever they can afford before entering and make sure the barbarian or dwarf grabs the spear when they reach the weapons held, which is in the top right-hand room. As before, be prepared to scoot back to the stairs if the party has suffered too much damage. If

you've saved the game you can restart and hopefully learn from your mistakes!

EYER ONWARD

The later Quests increase in danger and complexity. It's tempting to plunge the party into the final conflict for the sheer test of it, there's no real reason not to. You almost certainly won't get very far - the party needs some of the magic items found on previous levels - but it's entertaining enough while the party survives. Don't use the wizard to search as he can't keep the gold, which is infuriating if you didn't know (justice req, carefully read the rulebook before playing).

QUEST



OUT FOR A SPELL

Magic is vital to the game, but it's tempting to only use the obvious, "major firepower" spells. These spells, such as Lightning, certainly have a good effect on the opposition (they try them to a crag), but don't underestimate the rest of the magic in the Wizard's repertoire. Flood, for instance, has an interesting result when cast on a room full of creatures, especially on the undead. The key here is to experiment - take a spell over for a while and find out the best time and place to use each spell.

Venture into the first few rooms of the later levels, as there's plenty of gold lying around. If you encounter any hostile monsters, run. There's no point in doing when you've got a full purse.

Use the map to keep track of monsters. A few good rolls can keep you a head of most monsters, so don't be afraid to run.



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 PD102 Star Trek Next Generation Game
 PD103 Star Trek Tiberius (demo)
 PD104 Star Trek
 PD105 Little Wizard
 PD106 Drop (1 mag) - Brilliant!
 PD107 Journey Into Hell
 PD108 Middle East Wars
 PD109 No One Mates 3
 PD110 Fox Man
 PD111 Panda
 PD112 Panda Pk
 PD113 Return To Earth
 PD114 Warning Bay
 PD115 Spider Pk
 PD116 Star Trek The Game (2 disks)
 PD117 Stone Age
 PD118 Tank Battle
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DEMOS

If it's Amiga PD you're after, then look no further! Each month, Dan Slingsby takes an exhaustive look at what's new on the demos circuit.



SHOWING OUT . . .

Pentagon and Griffers have put together a top-notch black and white slideshow for fantasy fans which includes dragons, warrior women and pictures of a similar ilk. Similarly, grapple fans and blue-fingered grannies alike will want to get their sweaty mitts on *Unleashed Science's* digitised slideshow of Hulk Hogan, Sgt Blaugher, the Undertaker and their pals from the World Wrestling Federation. Whatever happened to Giant

Haystacks and Big Daddy, that's what I

want to know!!! Sigh, Saturday

afternoon spent just isn't the same

since Dickie Davis got the push. . .

1.7 GB, Disk

1984, ****

1985, Disk D460,

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SUPPLIERS' GUIDE

A Bit On The Side & Third Place, Kirk Sandell, December.

800 PD: 7 Park Crescent, Warrington, W Sussex SK11 4AB.

Opposite PD: 38 Elton Gardens, Golden Green, London.

1985: 132 Gessie Road, Woking, Isle Of Wight, PO20 5LH.

PD Soft: 1 Bryant Avenue, Scotland - On Sea, Room 321 270

Sector 16: 168 Hollow Way, Dorset, Oxford

Seventeen Bit: PD Box 87, Wakefield, WF1 1GB.

Setville, Unit 5, Steelfield Park, Bicester Avenue, Watlington, Hants, PO1 1GB.

Three Counties: 75 Sussex Gate, Haverhill, Gloucestershire,

GL2 3BP.

Tally PD: PD Box 75, Farnham, Co Dorset.

Virus Free PD: 23 Gborough Street, Brimston, SRI 2LS.

X-SYSTEM

New from Virus Free is *X-System*, an action-adventure game where a percentage of each sale goes to the author. It's a competent first release in which the player has to repel an alien invasion by boarding their attack (readbought) and disabling its electrical systems. In order to reach the ship, each player has to navigate their way through an interlock belt which, unfortunately, is the most boring part of the entire game. If I hadn't been given the level codes for the rest of the game, I probably wouldn't have bothered to progress past this section. Once you've actually made it onto the ship, the game starts to pick up with an arcade platformer-type affair. This involves using a combination of interlock transporters and platforms to reach critical power supplies which, once disabled, shuts down the protective forcefields allowing access to other parts of the ship. Once the power's switched out the transporters are also rendered inoperative causing more problems. 1.1MB required.

Worst Free, Disk X-System, ****



BASS ATTACK

Cottrell's recorder, Bass MC, has released a fascinating technomix of funky tunes backed up with some hard-edged graphics and colourful displays. Definitely worth a listen.

17 Bst, Disk 1116, ****



TAKE TO THE SKIES

BOMBS AWAY

Megagames Volume 2 is another excellent collection of games, including a fast adventure which pits you against the corporate might of Atlantis as you seek to bring the computer conglomerate to its knees. Best of all is a complex plane sim, Air Warrior, which lets you pilot a number of fighters and bombers from both the first and second World Wars. Choose

from such classic aircraft as a WW2 Mustang, Spitfire or Flying Fortress and a First World War Fokker or Sopwith Camel, amongst many others. Completing the package is a Solitaire-type game and a picture-moving puzzle.

Three Counties, Disk Number 023, ****



DOG EAT DOG

Take to the skies in this arcade dogfight game which allows up to four players to take part in aerial combat or one player to take on seven computer-controlled opponents. The sky is also full of AI fire, hatchbacking missiles and even napalm-spawning planes. Check away, Ginger.

17 Bst, Disk LPD17, **

AIR ACE

Looking a bit similar to the unashamed arcade game, RAID, Air Ace has been constructed using Palace's Shoot 'em up Construction kit and is a massive vertically-scrolling blast-in-the-skies affair. Taking control of a First World War biplane it's up to you to single-handedly take on the Hun, with the sky packed with enemy planes, including the Red Baron and gigantic blimps, and fire continuously raining down from enemy mortar emplacements. Air Ace II is a more-than-competent blaster.

Schelte, Disk PP480, ***



AUDIO RECALL

After we recommended a batch of Crusaders music disks last month, we've been inundated with readers wanting to know what other disks the group have out at the moment. Audio X isn't new, but it's certainly a brilliant sonic blast, containing six tracks by Dr. Awareness as well as a Deep Purple remix. Stay 'tuned' for further releases...

NBS, Disk MC76, ****



DEMO OF THE MONTH



HAVE A BLAST

The Anti-Lemmings Demo is just what it claims to be: it's Sir Schwartz's Death Righter makes a timely return to blast the furry green and blue critters into as much Lemming food. The 7 minute long animation begins with our sad little Lemmings merely making their way to the top of a cliff only to be shattered into machine gun fire from the passing Death Righter overhead. Not feeling it for safety, the hoard of cowering Lemmings are held up in their tracks by a Slopper who, unfortunately, is trampled underneath as the mad attempt to make their escape. All it is to say, however, as the end of the Lemmings are put down, the last being blown up by air-to-ground missiles. It's an excellent tribute to one of this year's big games and, as always, Schwartz's animation is fantastic. There's also a complete soundtrack which mixes the game's theme tunes as well as sampled gun fire and assorted other FX. Definitely the most entertaining demo of '91. 3 May.

NBS, Disk Numbers P044 & P045, ****



DEMOS



GO MENTAL

Cladded PD

Here's a golden slide megademo from *Scooper* which is appropriately titled *Mental Hangover* and is packed to bursting with psychedelic bots, tiled vectors and stencil vectors aplenty. Definitely one for the collection. **1 MB** only.

ADOTS, Disk Mental Hangover, ****



AND IT CAME TO PASS...

An amoral entry on the PD scene, *Now you can get The Bible* on disk, including both the Old and New Testaments. All the famous stories are there in their complete form. Squeezed onto four disks, the digital version of The Bible brings Christianity into the 21st Century. **Italy PD, Disks 990, 993, 994, 995, ******



AND NOW FOR SOMETHING COMPLETELY DIFFERENT...

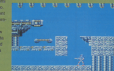
With classic lines such as 'Immanuel Kant was a real peasant who was very rarely sober' and 'Heidegger was a doctory beggar who could think you under the table', Monty Python's *Philosopher's Song* is a rib-tickling drink-a-long-ditty designed to cure any hang-over blues. All we need now is for some enterprising soul to sample my all-time favourite, the *SPAM* song...

Seventeen Bit, Disk 1137, **

TIME OUT

Times have certainly come up with one of the best presented demos we've seen in recent months. The German team have designed a *Time-Out* maze and a *space* which has to be guided over the platform-packed terrain to reach a number of doors. Each door contains another part of the demo. Unfortunately, the content is not up to the overall presentation, containing a lame *cosmic tribute*, a few far from laughable *Monty* jokes and other assorted trinkets. Still, worth a look for the novel approach...

NBS, Disk 287, **



SHUTTLE SERVICE

The amazingly productive *Eric Schwartz*, fast establishing a reputation to rival that of *Brainin* or even *Tabas Floster*, has released yet another classy animation onto the PD circuit. This latest entry features two *Shuttle*-like space shuttles playing a game of *shuttlecock* (what else?) with a floating satellite. Inspired! **1 Meg** required.

NBS, Disk 2615, ****

DEMOS

PLAY IT AGAIN, SAM

The PD scene is chock full of interesting examples of individual creativity which is one of the joys of compiling this column. Nowhere else can you find such a disparate collection of material and, even though much of it is misguided or plain awful, there are always gems to be found. This short animation from Paul Taverley adequately sums up the mixed bag of disks

we receive each month. It's an extremely short animé of a piano, viewed from a number of different angles. It's fairly accomplished, but nothing really spectacular but it manages to encapsulate the sheer diversity of what's on offer. Do yourself a favour and invest a few pounds in finding out what PD is all about. *Kryptonic PD, Disk A251, A+*

BACK TO THE FIFTIES

Turbo Mart from crack outfit, Perleto Europa, has put together a polished slideshow full of disparate 1950s. The time-slice includes such items as the distinctive bullet nose of a 1950 Studebaker car, Dan Dare from the pages of Eagle Comic, a 1956 Sanyo telephone (honest!), and a fifteen ad for Alpha-bits breakfast cereal. Each picture has accompanying text and music.

AD&S, Disk 881A & B, A++



READERS' DEMOS

Two more outstanding art disks this month. Lancashire's Alastair Catter makes a welcome return to Demos with a demon-haunting picture while Leo Martin of Bristol has come up with a terrific Ghengis Khan portrait.



PD TOP-TEN

A-Animation B-Board C-Utility
G-Game M-Miscellaneous

1. AM-Learnings Demo 3 Meg A
2. Darkness Megademo 2 MB
3. Vivid 2 (2 disks) B
4. Star Trek Megademo (2 disks, 1 meg) A
5. Shuttlecock A
6. The Bible (4 disks) B
7. The Assassins G
8. Crusaders' Base-a-matic B
9. WWF slideshow M
10. The Simpsons A

Compiled by PROCLUS PD

FAMOUS FIVE

One of the best game-collections currently available on the PD circuit is definitely this one put together by The Assassins. For your money you get five top quality games including Tania, an updated version of an old tapestry favourite in which one or two players attempt to blow each other's tank to kingdom come. It's not that easy as the landscape is randomly generated and each player must adjust the elevation and range of their tank's gun-turret and take into account the prevailing wind and the force of gravity in calculating their shots. Also included is: Roller-packs, a nice version of the decade-old Centipede coin-op, Amegads (which is a polished clone of Asteroids), Arena, a three-player Tetris, and Cave Runner, the Southwestern clone which featured on our cover-art a couple of months back. Each game is immensely playable and, collected together, the pack could easily hold its own against full-price software. *AROTS, Disk 1117, ******



99 P

Figure 1 shows that the number of T1 and T2 neurons affected by the lesion was significantly different ($p < 0.05$).

STRICTLY P.D.

99 F

(your child has indicated) I
 am aware of this.

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[illegible]

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Students inform that it is similar to going to a 7-11 gas station. There is a lot of money that is associated with this study session. Grades from Europe (almost every day) are that they can't see this from outside Europe.

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UTILITIES

For the very best reviews of PD Utilities and AMOS Shareware read the only column that matters...

RED SECTOR DEMO MAKER

If you've always wanted to try your hand at programming a megademo, but haven't a clue about how to go about it, now's your chance. Amaze and impress your friends with 'incredible' vector graphics and a million (well, nearly) bolts on screen at once. By using this nifty and very user-friendly demo maker put together by iconic German youth, Rüdiger Sector, who used the utility to construct their CREDIT '90 demo last year. Various fonts are available as well as scroll routines to summarize out your own personal greetings, but best of all are the Nodehammer and Soundhammer modules and the easy-to-use logo creator, which mean you can put together an impressive routine in a matter of minutes.

This could be just the thing if you want an easy entry to the world of demo-making, as it is both simple to use and very comprehensive. A worthwhile investment.

Seventeen 88, ★★★★★



ICON MAGIC

Icon Magic allows the user to create and customize their own icons and mouse pointers. The utility works with Disk, Screen, Tool, Project, Treemap or Device type icons and supports most known printers. It's possible to edit up to 16 colours out of a possible 4096 and has a special magnify option which lets you edit icons in both normal or magnified modes. There's a bank of ready-to-use icons on display with useful tutorials to take you through the various stages.

ABS, Disc 3873, ★★★★★



600 LETTERS

This two-disk utility includes a letter for almost every occasion from standard work replies to 'Dear John' notes. Just click on the letter of your

choice, type in the relevant parts and - hey, presto - an instant, well-written document.

Kelly PD, Disc Four, ★★★★★

GOLF

Last month we featured a handy two-plot hunting utility that helped you keep check of your performance with a battery of statistics. This month, it's the turn of golf fansites everywhere to slaver at the mouse, as this useful disk will help keep a track of how many eagles, birdies and hole-in-ones you manage to achieve over the course of an entire year, and give a good guide to your overall form. Compare statistics over a range of courses or keep a log of how you fared against individual players.

Seventeen 88, Disk 1873, ★★★★★



CROSSWORD CREATOR

So, you think you're rather good at the Times' Crossword, do you? Well, here's the answer to your dreams. The Crossword Creator actually lets you create your own crosswords of varying complexity and difficulty. So, now you can not only fill in the answers, but make up the questions, too!

Seventeen 88, Disk 1871, ★★★★★



PRODUCTS

MASTER VIRUS KILLER

We mentioned Master Virus Killer 2.0 a couple of months ago in *Reductio* and have been swamped with letters ever since. *AMK 2.0* (the latest version) is known as the virus killer. Programmed by Luciano Savier, the disk can track down 124 viruses and is constantly updated every few months.

When a virus infects a disk it has several ways of damaging information. A virus may modify the bootblock of a disk and install a bootblock of its own, or substitute a file on a disk for one of its own, or add its own duplication info to frequently used files on a disk, usually in the C directory. Master virus killer first checks the bootblock to see if it matches up to the Amiga's standard bootblock. If it then compares it to all known virus or utility bootblocks. If it matches up with a virus bootblock, *AMK* will give you the chance to wipe it out. *AMK* then looks for other types of virus, such as the disk validator virus, Return of the Lame (Eliminator), which is accessed each time a disk is loaded, and will also eradicate them.

AMK also gives you the opportunity to install a virus protection routine on each disk. Every time the disk is loaded, the routine will hunt for viri and prevent them from infecting the disk. Many PC companies now install virus protection routines on their disks as a matter of course.

AMK does require a little effort when checking a disk, but then it's better to be safe than sorry, isn't it? Look out for an update in the next couple of months. Recommended.

Seventeen 88, Disk 894. ★★★★★



quiz and the housewife's love game, *Quingo*. Featuring more than 3,000 questions on a range of topics such as Sport, TV & Film, Geography and History, each player has to correctly answer a number of questions in a set time limit. Each question is accompanied by three answers, only one of which is correct. For every correct choice, a number is lit up on a bingo card at the top of a screen and extra points awarded for complete lines or a Full-house. Answer incorrectly and you lose points and a credit is deducted from your overall score.

AMIGOS, AMIGOS Disk 91. ★★★★★

THE MISSION

AMIGOS LICENSEWARE

A challenge issued over a (brandy) in the great gentleman's club, leads our hero on a worthy test adventure to uphold his reputation as the most accomplished explorer in London. Programmed and written by Jim MacBrayne, *The Mission* is in the same mould as the old Infocom adventures, and, although the parser is slightly limited in the number of commands it can accept, the game is worth a look for the elaborate use of the English language. Very funny in parts.

AMIGOS, AMIGOS Disk 25. ★★★★★



FORMS REALLY UNLIMITED

Well, would you believe it? Here's a utility that's actually quite useful! Although fairly basic, this *AMIGOS* program allows the user to create any number of forms such as invoices, statements, inventory lists, letters, and tax returns amongst many others. You name it, this program will do it. Perspective PB, Disk 884. ★★★★★



SLIDESHOW CONSTRUCTION KIT

Another useful *AMIGOS* items maker is this slideshow construction kit which allows you to import *IFF* graphic files and run them



in a sequence of pics with suitable musical accompaniment. If you're ever wanted to make the fancy slideshows of such groups as Notre-Dame or Pentagon, here's your chance.

Seventeen 88, Disk 1122. ★★★★★

ONE DAY AT A FRIEND'S HOUSE...



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PEOPLE LIKE HOWARD ME
TO STOP THE PIRATES -



— AND F.A.S.T.
ARE OFFERING £1000
IF WE HELP.



LET'S TINY THE DISCS
ON THESE CROOKS.
I'VE GOT THE NUMBER FOR
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**PIRACY
IS THEFT**

Would-be programmers and AMOS fans, this is your lucky day because here with the first of an occasional series of tutorials is the world's foremost AMOS expert, Len Tucker.

AMOS UNLEASHED

IN THE BEGINNING...

Roughly three years ago, Database Software, whose only previous claims to fame had been a bit of rather dire arcade games, stunned the ST-owning public with a game-creating package called STOS. The idea of game or sprite-creators is nothing



Shapes, one of the many AMOS P-D games available. . . .

new, and the 8-biters were well catered for with the likes of Harg Intertron's Sprite Factory; and, more notably, Palace's 'Street' (see up Constructor

is powerful and easy to use as its ST predecessor, and has proved a god-send among the many struggling programmers out there which is apparent in the brilliant catalogue of AMOS-written games that Database produce.

On a more personal note, having AMOS has made computing come alive for us. It has not been easy, but learning never is. Using some very basic knowledge from the past, adding what was needed from the AMOS manual, and after many (phone calls to Aaron on the AMOS Club Hotline), we produced our first two programs within four months of getting AMOS Database put us in the direction of the AMOS P-D Library, run by Sandra Sharkey. This was a vital step in giving us the confidence to go on and produce more programs. An outsider will often come up with a suggestion that will improve your finished product.

BACK TO BASICS

The purpose of us being here is to talk you through the AMOS program on the computer, and hopefully help you to get more out of the commands which are special to AMOS. The program, by Aaron Fontwergil, changes the colours of a screen in time to the beat of the music playing. Once everything is loaded, all the colours are changed to colour 0 (black) and then pushed back onto the screen in a rhythm controlled by the Varnier.

The first part of the program initialises the computer ready for the work in the main program. It includes the commands 'Autoview Off' and 'Autoview On'. Anything put in between these two commands will not be updated on the visible screen. So if you want to keep any large graphical attention to your display hidden until the whole operation is complete, this pair of commands will do the trick. The next stage then initialises the variables used and turns on the music. If there happens to be any here at the time,

LOOP THE LOOP

Now for the main loop of the program. On the press of the spacebar, the program increments two variables before looking for the lowest numbered picture and song in the disk and loading them. It will then load in each set of pictures and songs normally as required until it has loaded the highest-numbered picture and music file. And when the variables are reset, the program begins the loop again.

Next, the full colour register is loaded into a variable for later manipulation by the music. The bit that changes the palette and rotates the colours is in the subroutine called 'PALCHANGER'. This subroutine picks the colours displayed from the palette in the following way. The colours are put into batches of four by the program; the first four each batch is displayed, and followed by the others, before it loops. The final control is decided by the Varnier control inside the main loop. This causes the colour changes to take place in time with the beat of the music, causing the very interesting colour rotation effects. The best effects will be achieved by clever manipulation of the palette made as an art package and a specially drawn screen rather than using just any picture.



is, but the 16-biters had yet to play host to such a utility. With its own simplistic programming language, STOS was the perfect entry for those who wanted to put their machines to more use. And, naturally enough, STOS was set to appear on the Amiga, under the decidedly immediate Palm title of AMOS.

After what had seemed like an eternity, AMOS had arrived. Would it be as good as all the magazine reviews claimed, or would it be a waste of hard-earned cash? Thankfully, the resident package proved to be every bit



NAME THAT TUNE

The files that can be loaded into the program must be converted to an AMOS-acceptable form and named as follows: Pic(number).IFF

and

Song(number).IFF. They should then be stored in two directories of their own, called Pic and Song for the program to find and load in numerical order as previously described. If you want some 'off the shelf' music, Luke Miller's music from the AMOS P-D Library is set up and ready to be loaded into your own Disc Light show. To see how the colours are controlled, try out some of the changes included in the panel.

Contact Points: AMOS P-D Library, c/o Sandra Sharkey, 38, Park Road, WIGAN, WNL 6AA.

ABOUT THE CODER Aaron Fontwergil, author of this month's excellent program and many others, including the excellent TUNE map editor extension for AMOS, runs the AMOS Club. For a longer interview (14.00), you get six issues of the club newsletter and access to the AMOS Hotline, and can be contacted via Database Street, FREEMET, Silchester Park, South Wilt, LA9 3ER.

With the growth in popularity of console machines such as the Megadrive, the Super Famicom and even Commodore's own CDTV, where does the Amiga fit into the picture? Is it going to be superseded by these keyboardless upstarts, or are there new things on the horizon to help our beloved machine remain the fastest-growing home computer in Britain today?

In the Amiga's early years, it suffered greatly from having been targeted at the wrong market. That's to say Commodore were charging such a high price for the machine that it was out of the range of most home users, especially games players. After a couple of years during which the Atari ST became a runaway success, Commodore



Want to know how to fit a left-handed dangle widget into a right-handed wiggle loop? Martin Rayner will find out the answers for you.

realised their mistake, and re-priced the Amiga to compete in the home market. Until that time, the Amiga had developed

a reasonable base of manufacturers who were producing technically-orientated software and hardware, such as digitising tablets, word processing packages, etc.

Even after the Amiga became cheap enough to buy as a games machine, it took a few years for the new price to have any significant impact, and although there were many companies producing software and hardware, the machine was by no means being stretched to its limits. The O-RAM shortage a couple of years ago came just as the Amiga was beginning to gain mass popularity, and this unfortunately meant that it was very expensive to buy memory expansions. This, in turn, meant that it was not particularly viable for games manufacturers to produce

EPSON DX 100 PRINTER



I've been in the computer field for many years now, having owned a

Spectrum, C64 and now an Amiga. I've been reading CU regularly since you reviewed the V80 28 version of Commando. (That's funny, there wasn't one! Steve Murrells).

I've bought a second-hand printer (Epson DX 100 daisy wheel) without manuals etc, as I could never afford to buy a new printer. When I sat the printer up and switched on, everything worked correctly. I selected the driver from the preferences menu (I've tried Epson-6 and Epson-630), and then tried testing it by using the notepad and print files from Wordwatch but nothing happened.

Please could you help me to get my printer and Amiga

to work together by telling me what position the DIP switches have to be in and what printer driver I use? Where am I going wrong?

J. Taylor, Loughborough, Leicestershire

There are a number of possible solutions to your problem. In the first place, have you made sure that your printer is actually on-line when you try to make it print? There is a switch on it somewhere to do this, and unless it is actually on-line, it's not willing to accept print information from the Amiga. Assuming it is on-line, you should find that any Epson driver will make it work in text mode. Being a daisy wheel, it is not in fact capable of proper graphics in any case, but the codes required to make it print normal characters (letters, numbers, etc) are standard

whichever driver you are using. As for the DIP switch settings, there's no way that I can tell you the correct settings for these without seeing a manual. If anyone out there can help with the manual, or the switches, please drop me a line.

CDTV VS AMIGA

Now, at long last, the CDTV has been launched. So when will the CD-ROM drive for normal Amigas become available? Also, is the CDTV that much better than the normal A500 or is it just the sound that has been improved?

David Walker, East Haring, Norwich

Whilst there are no firm release dates available for

the A500 (CD-ROM), there are rumours about that September is a possible launch date. It seems highly likely that Commodore will at least release it in time to cash in on the Christmas spending spree. As for making a comparison between the A500 and the CDTV: they are targeted at entirely different markets, and as such I'm not sure if a direct comparison is really valid. Commodore are vociferously claiming that the CDTV is not a computer, despite its distinctly computerous attributes. They prefer instead to use phrases such as 'home entertainment centre' when referring to their latest innovation.

Whatever terms they use to describe it, it does have many points in common with the Amiga. The greatest difference, is the



games exclusively for the one meg machines. As O-RAM prices tumbled in the latter part of 1989 and into 1990, RAM expansions became one of the most popular purchases for Amiga owners. As a result, one meg software began to appear, tentatively at first, with such titles as *Space Ace*, *Dungeon Master* and *Deluxe Paint II* leading the way.

As Amiga owners began to realize that they would be at a disadvantage with only a half-meg machine, sales of RAM expansions went through the roof. This precipitated a RAM price war, which resulted in the present situation where you can pick up a half meg without a clock for twenty five pounds. Also, it was now viable for software houses to produce one meg only software, and

more complex and cerebral titles began to appear. With free appearance, the machine became attractive to even wider audiences. Today the Amiga appeals to virtually every user type. It is satisfying to technophiles and gamers, amateurs and professionals alike. As the user base for the Amiga continues to spiral upwards, it becomes worthwhile for hardware manufacturers to invest in major projects such as graphics boards and hard drives. Take a look in the news section of any Amiga mag, and you're almost certain to see new hardware available on a monthly basis. With each new piece of hardware that hits the shelves, the Amiga becomes even more powerful, fulfilling more and more of the requirements placed upon it.

For graphics it is already used by Disney, Channel 4, and BBC TV, and as an animation tool it is being used by professional studios the world over. Its processing power has apparently been harnessed by Laver Brothers to run their soap powder production lines. Radio One DJs have been using its sampling abilities to create their jingles for years, and the pop group Snap couldn't live without the Amiga when it comes to composing their records.

So back to the question: does the Amiga have a future in the light of all the new consoles that are hitting the stores? The answer must surely be a resounding YES! With such new development, the Amiga becomes ever more popular, the question seems not to ask whether the Amiga has a future, but to ask at greater diversification of its uses.

Inclusion of an optical drive that reads information stored on CD type disks as opposed to 3.5 inch floppies. These CDs have a massive 650 megabytes of storage space, and this information can be accessed far faster than if it were stored on normal disks. It has the same graphics modes as the Amiga range, so software run on the two machines is likely to look very similar, though the storage capacity of the CDs makes it far more viable to include lots of very detailed graphics, especially in software that doesn't require animation. The CDTV has the further advantage of being able to play CD sound tracks and effects whilst you play games. The main problem seems to be the exclusion of a keyboard with the package. This means that, initially at least, you will not be able to use the machine

with applications that are keyboard-oriented. Many people currently feel that it's worth waiting to see what becomes of the A500 before committing themselves to the expense of what may be a very costly executive toy.

ANIMATION



The animation facilities offered by both D-Paint II and IIx are very good for certain types of animation. If you want to create a magnificent animation featuring characters running all over the screen, these packages

will help you only in as much as they allow you to view and play the frames of your animation as you draw them. Neither package will actually draw the different stages for you if you want to see logs and animating realistically. If you're creating animations that involve objects moving in perspective, like a tank driving away from you, or if you want to create an animation in which the animated objects simply move in a specified direction, then these packages are ideal.

Other packages, such as *Angie Animator* and *Fontvision*, try to calculate limited in-between frame animations, and although they're better than D-Paint at this type of animation, they are still very limited.

Ray-tracing packages, such as *Raytrac 47* and *Turbo Silenc*, allow you to create genuine 3D objects

and animate them in almost any way. The big disadvantage with these packages is the amount of work that's involved in defining your objects in the first place. Also, unless you have a faster maths chip, you'll also find it takes absolutely ages for the computer to actually calculate and draw your animations using these 3D packages. Using HAM mode several hours rendering time per frame is not unusual, and the inclusion of reflective surfaces into your picture can increase this time considerably.

For most people, the only viable way to create impressive animations is to sit down with D-Paint II and draw each frame by hand.

SCREEN OFFSETS

On my Workbench disk the screen was partly off the side



of the TV by about half a centimetre. This I connected with Preferences, but obviously an self-booting games has no effect. Is this normal as I am using a telly and not a monitor?

Paul Hunt, York.

You might try adjusting the horizontal shift dial at the back of your TV if it has one. This will simply allow you to slide the picture across the screen without changing its size.

Alternately, you could try compressing the horizontal dimensions of the screen picture assuming your TV has a dial to do this (some do). With most software the above options should work perfectly, but there are some titles that display their images on an overscan screen, or even the new super overscan. These two screen modes, intended to give full-screen width images, actually place strips of the picture outside the width range of both TVs and monitors alike. In this case, it hardly seems worth adjusting the dimensions or location of your entire screen just for the sake of a couple of pieces of software!

CLI AND SHELL: IS IT WORTH IT?

Is it worth my while struggling with CLI and SHELL, or does Wordbench do everything anyway?

Cathy Sylvester, Southampton.

Yes, it is worth your while strug-

gling with CLI and Shell. Shell is actually a more advanced form of CLI, so you only need bother to learn that. They both use the same commands in any case. Wordbench offers some rudimentary tools, and there are some more useful ones in the various directories on the Wordbench disk, but there are some functions that can ONLY be performed using Shell/CLI.

Advanced copying and file renaming commands, complete disk directories, and multi-command batch files are just some of the things you will be able to do! Should you ever decide to go on to learn another language, such as C or Machine Code, a basic knowledge of CLI will be essential. Apart from the fact that it will be needed to switch between text editors, compilers and other tools, an understanding of CLI is a useful basis for understanding more about the way the Amiga works.

OPTICAL CHARACTER RECOGNITION PT 3

In the June issue's Questions and Answers a reader asked for a piece of software with the ability of recognising text by a scanner. In an older issue of the great German Amiga Magazine I found an article about such software. Unfortunately the software is offered with another type of scanner. I'm not as familiar enough with

this technique as to say whether the software can work with your reader's scanner or not. An important fact mentioned in the mag is that the system often crashes if the user makes even the slightest mistake, although the software may have been updated by now. To contact the distributor, write to: Holzwart, Postfach 30, D-3554 Sulzbach, Germany. Tel 069-42 2086-2087. Fax 069-42 210117.

Oliver Guntow, Godes, Germany

Looking at the pictures that Oliver has kindly sent us, the software is running on a Canon Amiga scanner, one of the earliest Amiga scanners to fit the scene. What more can I say. Thanks very much for your help, Oliver. You win a free subscription for this month's best letter.



CANON PRINTER DRIVER

Following your review of the Canon BJ-10e bubble jet printer in the June issue, I bought one from my local Dixons who assured me that I wouldn't have any problems using it with my Amiga. No matter which printer driver I use with it, the graphics always come out looking jumbled. I have not been able to find an actual BJ-10e driver anywhere, can you help?

Richard Morris, Worcester, Bristol

The BJ-10e is capable of emulating two different printers; the IBM Proprietary

RM2E and the Canon BJ-100E. There's a specific driver available for the BJ-10e, which has been released on the PD circuit. If you are having difficulties finding the driver, Kryptosite PD have kindly offered to copy it for any readers who send them a blank disk and a stamped addressed envelope. Kryptosite PD can be contacted at 28 Clifton Gardens, Golders Green, London NW11 7EL.

BUDGET RAY TRACING

Having read reviews of various ray tracing packages in numerous other maga-



zines (sorry!), I decided that I would like to try my hand at it. As my budget is very limited (I'm a student) I decided to test the water by buying Atomic's C right package. I know I'm probably just being dumb, but I can't seem to get it to do anything except draw spheres, cubes, tubes, and rectangles. I know it doesn't let you do surface or texture mapping, but the only effects that I'm able to produce are dithered looking blocks of solid colour with some very unimpressive shadows. I read on the back of the packaging that it was 'A complete ray tracing system for generating 3D pictures and animations'. What am I doing wrong?

Carlo Felici, Southampton on sea, Essex

Of all the ray tracing packages I've seen, C Light



is undoubtedly the worst. Most ray tracing packages allow you to create your 3D objects using primitives. Primitives are simple objects such as cubes, spheres, torii, spirals etc, which you can then modify to create far more complex shapes. In most packages, these primitives are just the starting point, and many subtle modifications can be made to them to create objects that fit your exact requirements. In *C Light*, these primitives are almost as complex as you can get. Spheres can be squashed, cubes can be elongated and rotated, but the basic shapes more or less remain the same. As for surface textures and colours, let's just say that *C Light* handles them with about as much sophistication as a toddler attempting to recreate the *Chaise Longue* with a felt tip pen. Needless to say, I'm not impressed with the package, even at the budget price that it was originally sold at. I believe it's now passed into the public domain, but even for £1.00 I would think twice before buying it.

In terms of state of the art ray tracing packages, *Scout/Ultimate 4D* still rates very highly. *Real 3D* is the latest contender. It boasts texture and bump mapping features, 24 bit-plane support said to be invariably user friendly. With versions starting at around the £140 mark, it's not cheap, but then quality never is!

PROTRACKER TUTORIAL

I was very happy to see



Protracker on the *Juno* cover disk, and the tune was really great.

There's just one problem; how do I write my own songs? I read through the instructions on *Protracker* (when you press the HELP key) but I didn't really understand them. Do you plan to print a tutorial?

Stewart Johns - Reading, Berks.

Mal tells me that he had no plans to print a *Protracker* tutorial, although a series of song listings, complete with samples on the *Arpendisk*, was a possibility. However, he says that if enough people write in to him via GSA, he may well reconsider and print a complete tutorial. If you are interested in seeking either idea in the pages of GQ, drop us a line.

HAM RADIO

Is it possible to broadcast computer signals in the same way as radio signals? Roger Higgins, Oxford.

Yes it is, although you'll need specially written software and custom equipment. One thing you need to check out is the legality of the frequencies the code has to be broadcast at. MIDIcode, for instance, can only be broadcast at an illegal frequency.



The Canon Bp-1000 may be a great printer, but finding drivers for it isn't easy. A networked dot-matrix printer like this (the CP-6000) will get you a copy for nothing.



Animation on *Bizarre Field II* is already very useful, but with the imminent release of *Bizarre Field IV*, wouldn't the *Bizarre* staff have more power at their disposal. The inclusion of a video-style animation panel will take the pain out of producing great animations.



The actual specifications of Commodore's CDTV seem almost absurdly low, but the media types that may suit it, coupled to development and launch. Only now are the true steps of the system becoming apparent.



There are now well over a dozen excellent ray tracing packages on the market. Unfortunately 3-D-light is definitely not one of them. If you want something that is capable of turning your *Amiga* into a top quality ray image lab, try *Scout 4D*, *Turbovision*, or *Real 3D*.

SOFTWARE PD FANATIC

If you've written any neat programs, fun games, incredible utilities, or anything that you think other people might want to see, why not turn your hard work into hard cash?

Unlike mags that offer to pay you £1000.00, we won't promise you the earth, but if we use your programs you may get paid a small fee, and if your stuff is exceptional you could earn up to £500.00.

We are interested in seeing anything that you've written, so come on, don't hold back. You may not rate your tiny routine to work out every prime number between one and five, but it could be just what somebody else needs.

We're also very interested in seeing any outstanding PD that hasn't already been doing the rounds for years.

Please put your programs etc, onto a standard 3.5inch AmigaDOS disk. Full documentation should also be included on the disk.

C U P R O G R A M S U B M I S S I O N F O R M

Name	Type of Program:
Address	GRAPHICS/MUSIC PACKAGE <input type="checkbox"/>
.....	GAME <input type="checkbox"/>
.....	DEMO <input type="checkbox"/>
.....	PROGRAMMER'S TOOL <input type="checkbox"/>
Phone	PROGRAMMER'S ROUTINE <input type="checkbox"/>
.....	FUN <input type="checkbox"/>
Program Size (in K) Program Name	MISCELLANEOUS <input type="checkbox"/>
Additional files required by main program	
Brief Summary of what your program does	PLEASE ENSURE THAT YOUR DISKS ARE VIRUS FREE,
.....	AND THAT YOUR NAME, ADDRESS, AND PROGRAM NAME
	ARE WRITTEN ON THE DISK.

IMPORTANT You must sign this declaration before your programs will be considered. The above named program(s) are submitted for exclusive publication in CU Amiga magazine. It/they are wholly my own work and I agree to indemnify EMAP Images against any possible legal action should copyright problems arise.

Signed Date

E AUTHORS AND CS SOUGHT

COMPETITION WINNERS

Only one winner this month culled from the numerous entrants in our MC Masterpiece competition. There were over fifty entries in the end, with the occasional one still arriving. It was a tough competition to judge, but in the end the variety and originality of Gary Master's tale took first honours. Incidentally, could the author of Bill Mason's *Gene*, and Wendy Tucker's *Pound* please contact me as I've lost your address. Thanks.

BRILLIANT MACHINES

Are you that great, British scientist? Do you perhaps know someone who's doing something wacky with their Amiga? Have you pushed our favourite machine beyond all reasonable bounds?

If you can answer yes to any of the above questions, CU Amiga would love to hear from you – and thrill to the thought of seeing your ideas splashed across the pages of over 100,000 copies of this magazine.

If you think that you can help, please drop me a line at the CU offices. Address your letters to:
Mal Brownfield, My Brilliant Machine, CU Amiga, Pitney Court, 30-32 Farringham Lane, London EC1R 3AU.





Put all of your favourite bits and bobs on one disk and then access them with the stroke of a key. Martin Rayner introduces a great new utility called KeyMacro, which will do away with entering commands via the CLI, and shows you how to create your own professional-looking menus.

fingerbobs

HOW IT WORKS

Keyboard macros are simply sequences of commands, which are executed using a single key press.

To use the program you must create a script file using a standard text editor. This script file specifies the required key definitions so that when you activate KeyMacro it can update its own key list. Although there are two Macro types available, Key and Command, we will only be using Key for the purpose of this article. An explanation of both macro types can be found in the docs file on the coverdisk.

USAGE

All KeyMacro commands follow the same format:

MACRO TYPE/QUALIFIER/KEY = COMMAND SEQUENCE

Here's an actual example:
**KEY CONTROL+K=EXECUTE
LOADER**

The macro type is followed by the key combination to be pressed to execute the macro definition. This combination consists of the keyboard qualifier and the key.

A qualifier is an additional key to be pressed with the main key to activate the required function. A qualifier **MUST** be

MACROFACT

Keyboard macros can:

- Save you time
- Help you to avoid typing repetitious commands
- Prevent you from having to remember complex command sequences
- Allow you to create professional menus easily

A TEN STEP GUIDE TO INSTALLING KEYMACRO ON YOUR OWN DISK.

1. Load Workbench and format a disk.
2. Open the CD from Workbench and install your formatted disk.
3. Using the makekey command, make the following directories:-

C Devs: Devs\Keymacro 1, Libs 3

4. Using the copy command, copy the following files from the directories of the cover disk to the same directories on your disk.

Type to the C Directory

Setmap to the C Directory

Keymacro to the C Directory

Mount to the C Directory

Mountlib to the C Directory

GB to the Keymacro Directory (inside the Devs Directory)

Keymacro-Macro1 to the L Directory

Multi-Macro1 to the L Directory

App-Macro to the Libs Directory

5. Copy any additional files that you know you are going to need. For example, if you are going to include PPMore on your disk you will require "Powerpoint Library" in the Libs Dir.
6. Load up a text editor or word processor as you will need to write the following files:- A Keymacro.config startup-sequence A Menu You can name the menu anything you like, but the other two files must be named as titled.
7. You must have the following routines listed within your startup-sequence. Setmap GB Mount Multi Keymacro Type menu
8. When you have finished writing a file save it to your disk. Startup-sequence to S Dir. Keymacro.config to C Dir. Menu
9. Now is the time to check that all files needed have been copied to the disk and placed in the correct directories. Is that program you wanted, on the disk and listed in your menu.
10. That's it! Feast your eyes and load your new disk.

given, but if you want a key to work on its own without a qualifier, enter the word **NOQUAL** at this point. Next, an **=** sign is needed to tell the macro to execute the following string. String is the name given to any sequence of characters that are enclosed in quotes. The string must be enclosed in quotes and the characters in can be used to indicate the return key function.

KEYMACRO QUALIFIERS:

NOQUAL No qualifier (For single character key press)

CTRL Control pad

LSHIFT Left shift key

RSHIFT Right shift key

LAFT Left alternate key

RAFT Right alternate key

LAMISA Left Aniga key (computer)

RAMISA Right Aniga key

Along with the qualifier key you will also need a key to attach the macro expression to. You may use any key on the keyboard, including function keys, cursor keys etc.

MACRO EXPRESSION KEYS:

PA1F1 The function keys

TAB The tabulator key

ESC The escape key

SPACE The space key

RETURN The return key

ENTER The enter key (Macintosh Pad)

DEL The delete key

BACKSPACE The backspace key

HELP The help key

LEFT The cursor-left key

RIGHT The cursor-right key

UP The cursor-up key

DOWN The cursor-down key

DISK SIXTEEN

A SAMPLE KEYMACRO SCRIPT FILE

So that you can see how all this works in practical terms, here's an example of the type of file we used to create this month's coverdisk. You can find the exact file that we used in the S directory.

Keymacro 1.0

Key macro-1 = "loadimage picapicp1.iff"

Key macro-2 = "initilove"

Key macro-3 = "mfm"

Key macro-4 = "mcdplayer -gd modules/build state software"

Key macro-5 = "loadimage picapicp1.iff"

Key macro-6 = "wld"

Key macro-7 = "apmacs testdrive"

Key macro-8 = "apmacs smoothers"

Key macro-9 = "apmacs complements"

Key macro-0 = "type menu2e Keymacro startup macro2e"

THE KEY FACTS

The first keyboard ever designed had no

shift-key mechanism: it wrote in capital letters only. Strange as it may seem, a desktop keyboard was introduced in the late 1800s.

It contained twice the number of keys - one for every character in upper and lower case.

Hard to believe, but for many years the two Mr keyboard and the shift-key machines

packaged for position in the number one best seller.

The almost universal layout of the letters on keyboards is the so-called QWERTY ap-

proach. It may seem a random selection but is in fact especially designed so that letters

commonly used sequentially (like e and i) are separated, so that is the old, old days of

typewriter usage, the possibility of jamming the keys was reduced.

And only few you ever played at a key-

board? The record for the longest duration is

284 hours by Violet Gibson, Britain in 1905.

Amaze yourself as a super-fast word

The quickest speeds on a keyboard are an amazing 218 words per minute by Shelia

Forward on an IBM machine.

TRIAL AND ERROR

I decided to start compiling my own utility disks some years ago. I was getting fed up with having to load one disk after another for the sake of one or two programs that I needed to use. What I really wanted was all of these programs on one disk, menu driven and able to load with a single key press. To begin with the task seemed daunting but with patience and perseverance I completed my first disk.

To cut a long story short, the program needed a special routine located in the DISK6R. This fact was not mentioned anywhere on the disk, including the Disk. Once I had found and copied the routine, Bingo! It worked. If you find yourself in similar circumstances, here are two points to remember.

1. It may be that you need a command routine (eg Load File or Run) preceding the program name.
2. A special file may be required in a specific directory.

EXAMPLE: You would like the text-clearing program on your disk, its called **head-clearer** in the menu but the program is named **Scrubbler**. The Scrubbler program needs the special **text handler** (in the above disk) to be installed in the L directory. You will also need a load routine in the C directory. The string to use calls should read "load Scrubbler". Trial and error it may be but I think the results are worth the effort. Have fun!

PC

Leisure

The complete guide to PC entertainment



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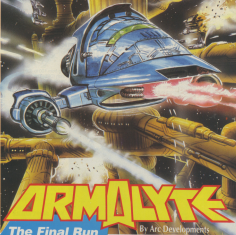
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Your ship may be state-of-the-art — but can one small craft survive the mighty hegemony of the Aulans? You have no choice: you're the only survivor of Armalyte Force — destroyed on the fringes of Delta Space. And if you don't eliminate the alien horde Earth will die. Enter the forbidden zone — give 'em hell! Armalyte is classic shoot-'em-up action on five stunning levels of annihilating galore — a brilliant blaster to knock others for six!

SCANNED AND DELIVERED

You've heard about hand scanners being used with desk top publishing (DTP) programs, but you may be pleasantly surprised at how easy they are to use. Martin Rayner looks at two reasonably priced units from Pandaal and Golden Image.

I was mildly surprised to find that the only differences between the two units are in the software and packaging. Pandaal and Golden Image are offering identical scanners. Golden Image buy their software in from the States, whilst Pandaal actually write their own. This is not an uncommon practice, and is used by many companies in the computer market, especially with printers. In this

case, both companies have chosen to use the Mantek Hand scanner (M105). Mantek are one of the best manufacturers in this field today, producing quality mice and scanners for many companies.

A CONCISE DEVICE

There are four controls situated on the body of the scanner. The start button and

the scan mode switch are situated on the left-hand side. Whilst the right-hand side supports the brightness control and the resolution switch. The start button has to be kept depressed whilst scanning, and the scan mode has settings to scan text or photos. There are three photo settings available, offering a choice of dot densities, or other patterns. The resolution switch has four settings rang-

ing from 100 to 400 dots per inch (DPI). The higher the resolution, the more detailed an image will appear (once scanned). If the images are to be used in D-Point, higher resolution scans simply produce larger pages, rather than more detailed screens. Pandaal suggest that the brightness control is best left in the central position, but this is not correct. The setting will entirely depend on what it is you are scanning. Colour pictures scan better with a light brightness setting, whereas black and white pictures and text are scanned from a darker setting. When in operation, a green light is emitted from the underside of the scanner to inform you that all systems are go. If you try to move the unit too quickly when scanning, a red LED lights up to warn you.

THE SOFTWARE

As I stated earlier the only way in which these two packages differ is in their software, although Pandaal also include a metal strip to help you to keep the scanner straight during scanning.

BITS AND BOBS

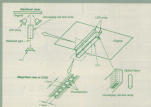
Both of the scanners reviewed come complete with their own powerpack and



Although the main difference between the packages is in the software, the Golden Image Scanner is considerably more straighty.

SCANTECNICS

Commercially scanners have been around for a long time, mainly in the form of large flat bed machines. Desktop hand scanners started to surface a few years ago and now many magazines and designers find them invaluable in their work. The prices are now dropping to a more affordable level bringing them within reach of the home computer owner. The hand version uses a contact type image scanner to read the image of an original during digitisation. The scanner consists of numerous yellowish-green LEDs arranged in parallel rows. These provide the light source which will illuminate the original during the 'read' operation. The light reflected, according to the contrast of the original, is passed back through the converging red lens array optical fibres. The light is then passed directly on to the Charged Coupled Device (CCD) and converted into an electrical signal. To enable the computer to recognise the signal they are then passed through an analogue to digital converter.



Beate Scan Professional, Pandaal Marketing, 44 Sager Way, Kemptown, Bedford, MK42 7AS
052340 895888 Price: £189.95 Summer Special £149.95

Golden Image Ltd, Unit 118, Millbrook Business Centre, Millbrook Road, London, W17 8u, (W8)
085 1182 Price: £129.95, £149.95 summer special offer.



RESOLUTION SWITCH

CONTRAST SWITCH



interface correction cartridge (ICC). The ICC is connected to the parallel port (printer port) with a ribbon cable (approx five in length). The power supply jack and the scanner lead then connect to the ICC. You will require a suitable three pin plug to connect to the Pandaal powerpack. The Golden Image powerpack uses the two pin razor adaptor type plug. Golden Image include a razor adaptor within their packaging, but this is not consistent with British safety standards. There is no insulation on the live and neutral pins.

PANDAAL HANDLE

Pandaal offer a slim twenty-page manual designed for speed and ease of use. This is great if you like the instant 'hands on' approach to handling new hardware. The Pandaal software is auto loading and when loaded presents you with two windows and an icon task strip. The strip consists of eight icons that control the functions such as load, save, scan, zoom, print etc. There is a blank image window and a settings window. The settings window is used to change the page type A4/R3, resolution, width, height etc. There are also four pull-down menus titled project, image, clipboard and scan. From within the image menu you can operate standard features such as cut, copy, delete, paste, invert etc. The clipboard menu gives you image manipulation control for rotate 90°, flip, rotate/vert, invert and zoom.

GOLDEN IMAGE VISAGE

Two books accompany the Golden Image scanner. One is the parent's manual, which

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SCANNER

is a seven-page quick guide to installation and controls. The other publication is called Touch Up—a full-blown 171-page tutorial. Touch Up is manufactured in the United States by a company called Migraph, and claims to be "The complete design tool for high resolution monochrome images". Touch Up was specifically designed by Migraph for editing and manipulating massive bitmaps. You will need to make a backup copy of your Workbench disk before you load the Touch Up disk. The reason for this is because Touch Up needs to install fonts on to your Workbench disk. Unfortunately, the software had some sort of glitch in it and the program kept crashing. I did manage to contact Golden Image but their response was far from satisfactory, claiming that Mally software was not their responsibility. Touch Up will do all that the Pandas software does and much more.

CONCLUSION

The hardware is identical. The price is identical. The deciding factor must be the software. If you like quick, reliable, no frills software then the DataScan fits the bill nicely. On the other hand if you have plenty of patience and don't mind reading hefty manuals and suffering the frequent system failures, Touch Up will fulfill your requirements.



Distortion is often a common scan point, but the image can still be fairly clear.

SAY THAT AGAIN!

Jargon explained for beginners:

BIT - A bit is the smallest unit of computer memory. All data is stored in bits and bytes (eight bits equal one byte). A single bit has two possible values; 1 or 0.

BITMAP - In a two-color picture, each pixel is represented in computer memory by a single bit. If the bit is switched on (1), the pixel is one colour, and if the bit is off (0), the pixel is another colour. A monochrome image is usually represented in memory by many hundreds or thousands of bits. This representation is called a bitmap. Colour images consist of two or more overlapping bitmaps and are called bitplanes.

COLOUR BIT DEPTH - This is only important if you are scanning full colour images. The bit depth ability of a scanner is determined by how many grey levels it can detect. If a scanner can only detect black and white it is classed as a one-bit scanner. Scanners that can detect four grey levels (like the one reviewed) are two-bit scanners, a four-bit scanner can detect up to sixteen grey shades, etc. At top of the range twenty-four-bit scanner gives a photographic quality image and can sense 16.8 million different colours. If you are using a standard dot matrix printer a two-bit scanner is quite adequate.

DITHERING - The process of using varying dot densities to represent colours other than black and white.

DPI - Dots per inch. A scanner translates graphics into dots when translating it into digital information. DPI is the number of dots that it divides a single inch of paper into, when performing this process. Most scanners have a resolution ceiling with a range between 100 to 400 dpi.

PIXEL - This acronym of the words 'Picture Element' describes the tiny rectangles that make up the computer screen. The number of pixels vertically by the number of pixels horizontally is the term used to measure resolution.



SCAN SPEED INDICATOR



SCAN BUTTON

MODE SWITCH

TOP TO BOTTOM

I would like to mention two other hand scanners that are also available. At the top end of the market is the Sharp JX-100 costing approximately £600 (Sharp 041-823-0226). The Sharp JX-100 is supported with Scanlab/100 software from ASBG Incorporated. If you think the price is high their JX-600 costs over £13,000. Ouch! At the lower end of the scale is the GenScan from Datel (Datel 0755-344707). Datel have recently dropped the price of their scanner to £129.95. This is the cheapest scanner that I know of and it comes complete with the new version III software.

POWER TO THE PEOPLE

Take control of your Amiga - with a little help from Electronic Zoo's Workbench Management System (WMS). Michael Pugh takes us on a guided tour of this new budget-priced productivity package that turns your Amiga into a Filefax-style organiser and much more.

CHOICES, CHOICES EVERYWHERE

WMS is an effective tool to help with the smooth running and planning of both your life and your computer. It can help keep all those important dates (such as the dentist and mother-in-law's birthday) with its built-in calendar. The calendar configures itself using the Amiga's clock, but if it isn't battery backed up then you will have to re-enter the time and date whenever you turn your computer on. The calendar also allows you to pick a date and then type

in any relevant comments. Additionally, it has a search feature that allows you to look up a certain date or event. Imagine never forgetting your wife's birthday ever again!

'Telephone' keeps your business and private telephone numbers separate (a nice touch, I think) and has a powerful search command to find any particularly elusive numbers. It's easy to use and, if you have a modem connected, the program will dial a selected number for you. All phone numbers and calendar entries can be printed out and WMS uses the standard printer preferences.

'Memoed' is a bit like the Notepad on Workbench, but much more sophisticated. It allows you to cut text and paste

it wherever you want, and has powerful text search and replace commands. Once again you have a print option - in fact, almost every program on WMS has a print option. Well done, Electronic Zoo!

The 'Anytime' option lets you call up the correct time in a variety of styles, including Persian Mureeds, written English, or Hoi among others.

ONE FOR THE ARCHIVES

Squeeze Box is a particularly powerful feature of WMS. It allows you to archive (or compress) a group of files into a single file, saving valuable memory. You can select files in different directories and squeeze them all together into a single file and, when you need to use

BEGINNERS START HERE

The WMS (Workbench Management System) allows the user (or even experienced) user to know what Michael Amiga is doing. It informs you what error codes actually mean (in English), gives DOS/IO command descriptions, and gives all the WMS character values. This program can take the frustration out of using the Amiga shell, so you no longer have to memorise each command or constantly hold the manual in your hand! I would recommend two floppy disks for use with the WMS, and would personally prefer it on a hard drive.



WMS is memory resident, yet offers such useful utilities as a calendar and appointment book.



FILE FACTS In 1990, a new breed of leader was born. Whereas tanks had previously been controlled by hairy grey men in equally dull suits, the boom in the money market brought with it a new high profile kind of character: the Fopple. These hard drinking, head scratched, nose spouting nouveau riche came from all walks of life, but the one thing that they had in common was the fact that they were utterly obnoxious. One of the biggest causes that accompanied these fopples was the personal organizer, otherwise known as the Fopple (named after the largest manufacturer). These planned diaries were seen by many as a laugh.

The symbol of success, and Fopples could often be so protective on their owners, with some custom made diamond encrusted versions even appearing. When the stock market died in October 1997, so did the Fopples. Fopples appeared to be more durable, and are now cheap enough for most people to afford.

QUICK-INFO

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them again, it will decompress them into the correct directories (if they still exist). You can use the formats Dos and Unix for archiving the files (they are two of the most popular), and unarchive them using in ARC, Lharc, Warp or Zos. Don't ask me why you can't use all four for archiving, though.

Many bulletin boards accessed via a modem have programs available in archived form - transferring these to your computer is cheaper on the phone bill, as your Amiga wouldn't need to use the phone line for as long. The real power in the Squeeze Box utility is that it lets you select files from any one, or all, of the directories on your disks. Squeeze Box is especially useful to Hard

Disk owners, because you can back up the entire contents of your hard drive onto floppies. Compressing your files would mean using only a few disks. Instead of the usual 10 or so. While on the subject, MMS can also be installed on your Hard Drive for even greater flexibility.

ANALYSIS

The File Manager actually scans the drive of your choice and then displays all the directories and files that it finds on them. Unfortunately, it doesn't show the file status such as Read, Write, Deletable etc. However, you can run a program by simply selecting it and pressing enter. BLUAFMG - don't

select one of MMS files and try and run it while in the File Manager, or the system will crash!

And now, the star of the show - The Button Editor. With this option you can create buttons to perform whatever function you may desire. You follow a very simple (and well documented) process in which you can 'program' a button to perform a specific task. For example, if you wanted to keep a list of your entire records/CD/case collection on disk and you use a database to browse through (and find) song titles, and the file, you could program a Power Button to load in your database program and music data automatically. With just one click of the button you'll have all the information you need, which means no more messing around with icons and windows. You can program a Power Button to do almost anything, with a little effort. With the ability to include WMS in your Amiga's startup-sequence (and reduce it to an icon on your Workbench screen), this program is really user friendly and will definitely find a place in my Amiga (high praise indeed). A really good buy, and future upgrades have also been promised.



From the sublime to the ridiculous. Tell the time in half a dozen ways, or integrate those nasty errors.

DELUXE PAINT- THE MOVIE

Mat Broomfield goes to the movies to see a new idea from Video One - Deluxe Paint tutorials on video tape.

If you've ever wanted to master some of the more subtle uses of Deluxe Paint II, or Desk Top Video, but don't have the patience to sit down with a manual and read read it from cover to cover, this could be the product for you. Studio One are a Scottish company who have been strong advocates of the Amiga as a broadcast quality video tool for some time. Now they've decided it's time to share some of its secrets with the general public. Their first release in the Desktop Video series devotes itself to showing D-Paint II users how to create professional looking titles and video effects.

TV TEACHER

The video starts very sedately with Scottish presenter Iain Anderson showing us how to load D-Paint (from Hard drive only). He then shows us how to select the screen resolution and number of colours. At this point I was beginning to fear that the video was to be excessively basic, and that it wouldn't be able to offer me anything. On top of this,

Iain's very

broad accent intimidated me, and the sound quality was pretty dreadful. I'm sure I could hear tonnes driving around outside, and the constant static hiss was distracting. Nevertheless, I'm glad that I persevered.

TALKING PICTURES

One of the first things that Iain talked about was how to create shadows on text. Although the subject matter is hardly original, Iain's fluency with the package was a delight to see. He explained how to set up your own palette and create a spread of colours from it. Again, fairly simple stuff, but Iain's speed with the software was impressive, even though, I must warn you again, he's no presenter. He often seemed to lose track, before very quickly regaining the thread of what he was saying. The problem, I think, arose from the fact that Iain tried to keep a constant running commentary going all the time he was working. I would have thought that

it would have been preferable to record the sound and video separately then



A screen showing how Deluxe Paint can be used with a graphics to incorporate computer graphics with your home videos.



You can use all of Deluxe Paint's features with a graphics to create a truly professional home movie.



An extremely accurate clock is unbelievable easy to use in the Video One way!

'Video One (could) have made a decent quality, properly scripted soundtrack.

SHORT BUT SWEET

Having demonstrated the palette options, Iain went on to show us some incredibly simple but effective techniques for creating a muted background. He then demonstrated how to use some of the Mode options to create multi-colored shadows, two-relief effects and highlights. Once again, his proficiency was extremely impressive, and my mind was bawling with ways that I could apply the techniques. He'd demonstrated.

Having explained a quick but effective method for creating chrome effect lettering, Iain progressed to perspective and animation. He illustrated various techniques for creating moving title credits, count down clocks, sparkles on



An example of shaded video combined with computer titles to produce a truly striking image.



Sparkles can really add a touch of class to an animated title.

mands of the program beforehand. But, despite its negative points, I have to say that I warmed to the video. The sound may be lousy, but the skill of Iain's lateral left me beaming with enthusiasm to

letters and melting into.

The video was concluded with a very quick introduction to the ways that D-Point could be used with a Video One to integrate your graphics with video film.

CONCLUSION

At the end of the video, I thought 'Oh, is that it?'. It seemed rather short for twenty pounds, especially when you can buy a multi-million pound feature film for only ten. The tutorial also seemed to be rather schizophrenic, aiming at the absolute novice one moment, then rushing off at breakneck speed with only the experienced users able to keep pace.

It also helped to be familiar with the commands of the program beforehand. But, despite its negative points, I have to say that I warmed to the video. The sound may be lousy, but the skill of Iain's lateral left me beaming with enthusiasm to



Video One's offices certainly look very, um, on computer (Word)



A quick example of a window with a video signal overlaid.



Remember Iain, our wonderful, though somewhat nervous host.

have a try for myself. If you have the money, and a keen interest in D-Point II, I suggest that you take a look at this video. After all, it's less than the price of many games, and the skills it teaches you can last a lifetime. Price £19.99 + £1.50 Post and Packing. Details from: Video One 0940 555 7995.

PROFIT FROM YOUR MICRO

BOOK REPORT

The first thing I noticed about *Profit From Your Micro* is how thin it is. For your money, you get a 62-page manual, of which ten pages are advertising, and a further twenty-six pages are not related to any specific business plans, dealing with subjects like equipment, etc.

SYSTEM REQUIREMENTS

The book, by K. Chadwick & A., was written sometime prior to 1985, and therefore doesn't cater specifically for the Amiga. However, many of the schemes described within it would work equally well with any machine.

Mr Chadwick suggests that your minimum requirements to make money with his ideas is a computer, a phone, and a decent printer. My initial (don't mention it but in their adverb), but anyway...

TEN GOOD IDEAS

The book actually details about ten money making ideas, and gives information about such matters as tax, insurance, the data protection act, and other important business considerations. It also talks about choosing a name for your business and canvassing for trade.

The actual ideas are completely sound, but the most successful

ideas require you to be determined in your application of them. The information given about each plan is useful and relevant, but I felt that the ideas were perhaps covered too briefly to assist the less resourceful reader.

MORE PROFIT

It was with great scepticism that I noticed adverts at the back of the book which offer more complete guidance on some of the subjects supposedly explained in this volume.

In fairness, I cannot say that the book doesn't deliver what it says it will. It does. Just don't expect your business to come ready made on a silver platter. It will require serious work and research to implement the ideas that are so briefly outlined in the pages of *Profit From Your Micro*. Price £14.95 Details from Instant Ltd 0957/3) 79950

GET RICH QUICK

A less obvious way to get rich quick, is to take advantage of the credit card boom. One American man, dubbed 'Mr Plastic Fantastic' won 1200 gold cards, and is worth more than \$1.5 million in credit. 194 cards and him nothing to worry, but it must cost him a fortune in banknote tablets trying to work out his monthly accounts.

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KEEP ON TRACKING

Those of you who bought the June issue with Protracker 1.0 on the cover disk will already know how great it is. Now it's just got even better with the release of Protracker 2.0.

As a music editing and sequencing package, Protracker 1.0 was a very user friendly and powerful package. It included all of the features found in its better known forerunner, Master Soundtracker, plus some that were unique. Now Crossborough Computers have decided that it is time to update the package and give it a professional release.

SAMPLE IT

Many of the new additions add valuable enhancements to the package, the most useful of which is surely the built-in sampler. Using any standard piece of

sampling hardware, it is now possible to sample extra instruments from within the package. The sampling software is actually quite good, and it offers

you're likely to need. The one exception to this is in the section covering commands. Instructions for all of those type of packages always seems to assume that everybody understands terms such as Vibrato and Glissando. It's not that the instructions are bad, they just don't go into quite enough detail. On the subject of Effects, there are several new ones available including Vibro, which adds vibrato (a kind of vibrating, trembling sound) to a note without changing its volume.

Another addition is the Tempo gadget, which allows you to change the tempo of a song while it's playing. This makes it much easier to decide the optimum speed at which to play a tune.

Remaining enhancements include improved file requesters and setup/routing routines and more 'hot' keys for faster and easier use. Protracker 2.0 claims to be able to load ALL Soundtracker and Holsenacker files, and to be 100% bug-free and virtually crash-proof. Further updates are also promised.

CONCLUSION

All in all, quite an accomplished package. I wonder if it justifies the price tag

UP PERISCOPE Soundscope, one of the new features, allows you to see the actual waveform of each instrument as it plays. Although this seems like a cosmetic addition, people who are used to editing samples will find it the easier to identify which channel/particular instruments are playing on at a glance.



An improvement on the original, Protracker Two has many new, useful features.



SAMPLES UNLIMITED

One thing that I was particularly pleased to see included with Protracker 2.0 is the first five instrumental disks in the ST-series, (ST-00 to ST-04). These are the official ST disks, for the ones that I looked at certainly seemed to be, in any case, it's a real treat to acquire five disks of top quality samples to use as

the user a selection of sample editing tools that will prove more than adequate to most people's needs. It also includes a couple of volume editing options that I haven't previously seen on cheap samplers.

PROTRACKERS DO IT MANUALLY

An invaluable addition is the inclusion of a full manual. Despite the fact that the manual is only 30 pages long, with an extra six-page quick-start guide, it seems to offer all the instruction that

considering the quality of PD software, but I would probably have paid the asking price just to get the sample disks! If you loved Protracker 1.0, then this would seem like a good purchase. Considering the hours of pleasure that you will get from it, it still represents considerably better value than most activities.

Price (incl. Details from: Crossborough Computers (0982) 867122

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Model	Price
1995-96	\$19,995
1996-97	\$20,995
1997-98	\$21,995
1998-99	\$22,995
1999-00	\$23,995

...and they're not going to be able to do that.

Abstract

【编者按】《中国农村扶贫开发纲要(2001—2010年)》提出，到2010年，农村贫困人口从1.5亿减少到1亿以下，农村贫困发生率从12%下降到6%以下。实现这一目标，必须走产业化扶贫之路。农业产业化是农村经济体制改革和农村产业结构调整的重要途径，也是农村经济实现可持续发展的必由之路。农业产业化经营，是指以市场为导向，以经济效益为中心，以农民进入市场为主要内容，以龙头企业为纽带，以利益共享、风险共担为运行机制，实现农民、企业、市场三者有机结合，形成贸工农一体化、产加销一条龙的经营方式。农业产业化经营，是农村经济体制改革和农村产业结构调整的重要途径，也是农村经济实现可持续发展的必由之路。农业产业化经营，是指以市场为导向，以经济效益为中心，以农民进入市场为主要内容，以龙头企业为纽带，以利益共享、风险共担为运行机制，实现农民、企业、市场三者有机结合，形成贸工农一体化、产加销一条龙的经营方式。

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ACTS 11:19-26

19 Some of the men of the church at Antioch were Jews who had been converted to Christianity. One of them was a man named Barnabas. He was a good man and was full of the Holy Spirit. He was also a man of great power and was able to do many signs and wonders among the people.

20 One day Barnabas and some of the other men of the church at Antioch were talking to a man named Paul. Paul was a man who had been converted to Christianity and was now living in Antioch. He was a man of great power and was able to do many signs and wonders among the people.

21 Barnabas and the other men of the church at Antioch were talking to Paul about the work of the Holy Spirit. They were talking about how the Holy Spirit was working in the hearts of the people and how they could help the Holy Spirit to work in the hearts of the people.

22 Paul was a man who was very bold and was not afraid to speak the truth. He was a man who was very loving and was always ready to help the people. He was a man who was very wise and was able to do many signs and wonders among the people.

23 Barnabas and the other men of the church at Antioch were talking to Paul about the work of the Holy Spirit. They were talking about how the Holy Spirit was working in the hearts of the people and how they could help the Holy Spirit to work in the hearts of the people.

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26 Paul was a man who was very bold and was not afraid to speak the truth. He was a man who was very loving and was always ready to help the people. He was a man who was very wise and was able to do many signs and wonders among the people.

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IN THE SEPTEMBER ISSUE OF CU AMIGA



MORE GAMES

The summer slump has now reached its end, a wide range of top-quality licenses and original products are starting to appear. Watch out for Ocean's Pegasus, System 3's epic, *Myth*, and the long overdue *Horus II*. We'll also be taking a peek at Sierra's *Heart Of China*, Cruise For A Corpsus (yes, it actually looks set to appear at last!), and Team 17's *Alien Breed*.

Play To Win re-emerges from its summer hole, too, as Mark Patterson teams up with the creators of all the best games to bring you the low-down on King's Quest V, Hunter, R&B, Adventure and games *Magician* and as many others as we can squeeze into the chocobloc issue.

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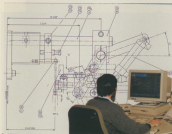
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ENGINEERING A SUCCESS

In the first of a series, Mat Broomfield hunts down one of the people who is really making his Amiga earn its living, SEDA's Bill McCarthy.



An Amiga and 486/486 make short work of tough drawings like this.

Then Bill met a draftsman named Clive Watts. Clive had been working from home on his A500 producing small scale drawings. Bill invited him to join the company, which he did, moving from computer to manual drafting. Clive soon settled in, but to quote Bill McCarthy "His handwriting was so bad that we decided it was better for him to use the Amiga". So Clive's work was switched over to a one megabyte A500 running ACAD, which he used while working at home.



A THORNY START

Soon after, SEDA secured a contract to produce a major new product for Thorn Lighting. Thorn were currently producing a new kind of lightbulb called a 3D lamp, a loop-shaped bulb which used less electricity and was environmentally friendly...

At that time SEDA were using two major machines which performed their jobs at different rates. The bulbs had to be manually transported from one machine to the other, slowing down production. To get round this SEDA needed a machine that could transport the bulbs from one machine to the other and fully automate the process. The result was a massive and complex conveyor system which integrated existing technology with some new designs created by Bill, Clive, and the third team member Paul Prober.

Most of the drafting was performed on Clive's A500, although the final stages used an A2000 because of its higher speed. The results were then

The Amiga world is so dominated by games players, that it's very easy to forget how powerful the machine can be in the right hands. You've doubtless heard rumours about the Amiga being used at NASA and in the House of Parliament. I thought I was high-time to find these elusive people who really put their machines to work. My search led me to Basildon, where I discovered a real naga to riches story, all revolving around our favourite computer.

EARLY DAYS

On a remote industrial estate in Basildon, located on top of an ex-furniture workshop, sits the plush offices of SEDA Engineering. SEDA began life about fifteen months ago when industrial engineer and draftsman, Bill McCarthy, decided to set up his own drawing and design business. Initially, all SEDA carried were several drawing boards, and a handful of orders.



This huge and impressive production line interface was totally designed on an A500 using 80486.



ENGINEERING A SUCCESS

printed on an A3 size HPGL compatible plotter.

The success of that project meant that SEDS could afford to buy more equipment for the office. They purchased an A130B, an A200B and moved from ACAD to ACAD Professional.

A HAPPY ENDING

SEDS currently use two Amigas for its computer drafting work, although they do still use manual drafting when computer draughts staff are tired for particular jobs. The company has gone from being a one-room cottage industry, to a full-scale busi-

ness complete with manufacturing workshop and drawing rooms. They also have one of the best technical libraries in the country, and can supply industry standard clips (graphs presented as computer legible numbers) anywhere in the world. And what role has the Amiga played in the life of this business? As Bill McGuffee's puts it: "The Amiga 500 was the jumping board to success for our business, and the flexibility of the system beats the sketching method hands down".

INDUSTRY BEATER

When I asked about ACAD Pro (their drafting software), I was told that a recent Q11 survey had compared it against the industry standard Autocad and had said: "Comparing ACAD on the Amiga against



Autocad on the IBM, ACAD is undoubtedly the best system on the market. Praise indeed for a computer which is regarded by many as nothing more than a games machine.

DESIGN A FORTUNE

Your chance to win one of three copies of D-Point IV, and create a Hardware add-on that will actually go into production!

You've just read the story of SEDS's phenomenal success thanks to the Amiga. Now the company wants to put something back into the industry, and is looking for a new product to manufacture. That's where you come in, because the guys at SEDS are so busy, they just don't have the time to come up with a design themselves.

WHAT YOU HAVE TO DO

You have to come up with a design for a new Amiga peripheral. You can present your design as an annotated drawing, or as a written set of design specifications, or both. You can even send in a D-point disk containing a drawing or drawings of your design if you prefer. Your peripheral could be a reworking of a current design, like a new Amiga console, or a super deluxe mouse holder, or it could be something completely new, like a remote control disk inserter or a hydraulic keyboard overlay. Literally anything goes! Whatever your design, it must be practical, and something that you think other people would like to use. You can enter as many times as you like.

WHAT YOU WIN

The three best designs will receive a copy of D-point IV (when it's released in September). If any of the designs are good enough to actually produce, then SEDS will manufacture your design on a commercial basis. You will then be invited to their factory for a day, where you will see how your design has been turned into reality. You will also receive one of the first finished versions of your design. So if that wasn't enough, anyone creating a marketable design will receive a percentage of all profits should the design go into production!

All entries should be in by the 26th October, so we've giving you tons of time to think up your designs.

Send your entries to: Design-add-on Competition, CU Amiga, Priory Court, 35-37 Farringham Lane, London, EC1R 3AU



We have as hardware designer as a copy of the excellent D-point IV which is ready to go!

THE LEGAL BIT

Please note that all entries submitted automatically become the exclusive property of SEDS Engineering. Your design must be original and understand that by entering it in the CU Amiga/SEDS competition you automatically transfer your patent rights to SEDS Engineering in return for a percentage of the profits should the design be commercially manufactured.

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...into it's... that will be show-down, ready! like a Cold War
...into the... ready to
...into the... and combat.
"Wild Wheels" they call us. Ocean's also play a "game" - it game where
...there are two ways to lose... - lose on points or crash on fuel - the fuel of this
...the "fuel" for action are the heavy based mechanisms of engineering...
...mechanism that will **pull** and the **operation**, not then, crash them, activate
...them into a million sub-... and, opening games
...at changes, the "fuel of course" in which many of

...we will experience our... and fuel, blasting back
...to the arena, the game includes a **straight to win**, a fight for life. The rules
...from the experience is driven by the increased risk of the night
...four of his **weekend** best, it's again pushing not every aspect of power to
...keep me just ahead, and delivering a heavy, delivering them into my back as it
...acceleration of my senses, taking me, I fire up every muscle ready for the
...great burst, the doubling screen as I unleash my **what messenger**... and its
...message: **"GAME OVER"**
...that that's just half the game story than **WIN** enter the arena...

ENJOY THE SHOW!

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